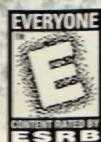


PRIMA'S OFFICIAL STRATEGY GUIDE

GRANDIA™



Adam Pavlaka



GAME ARTS









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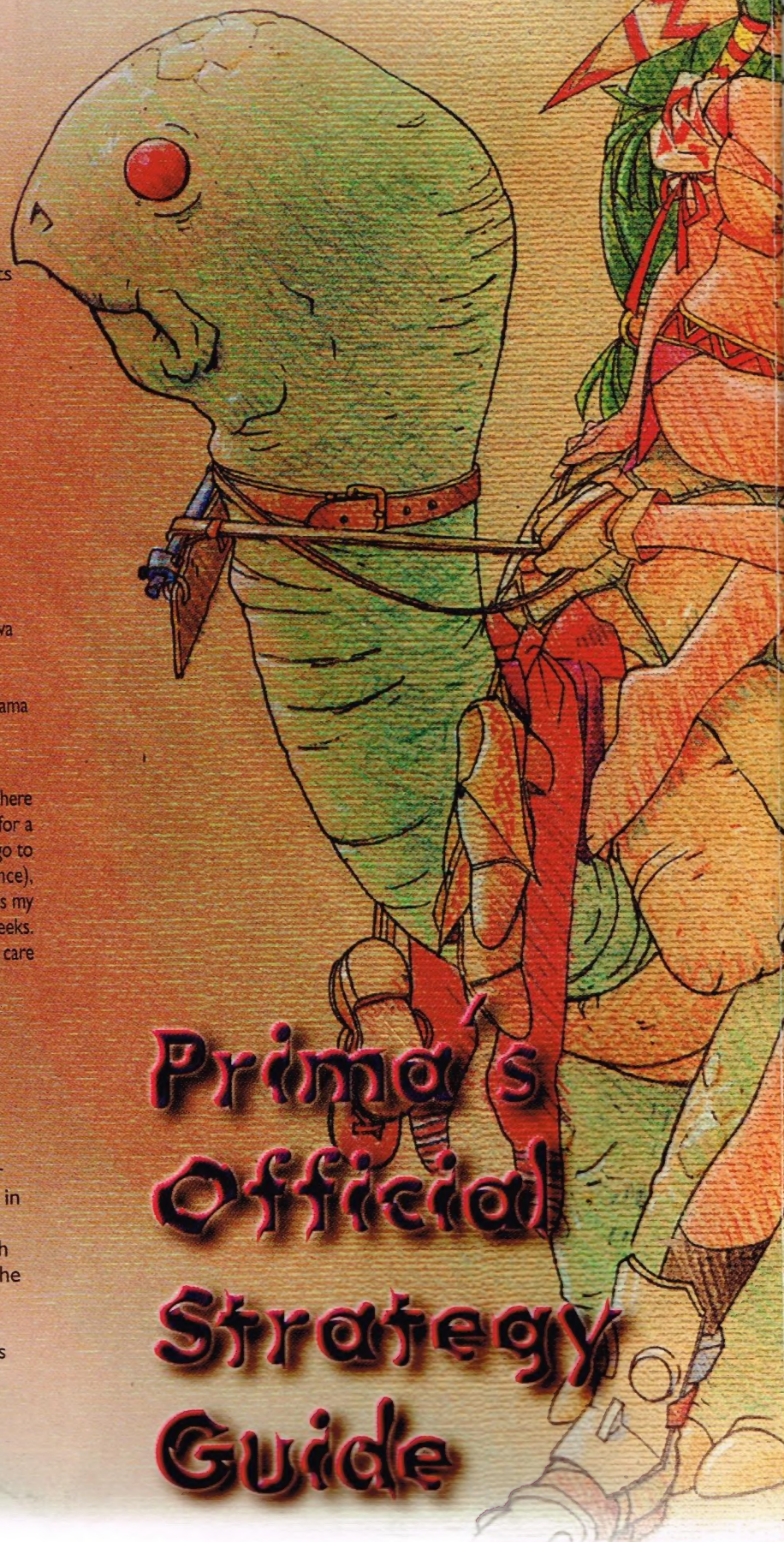
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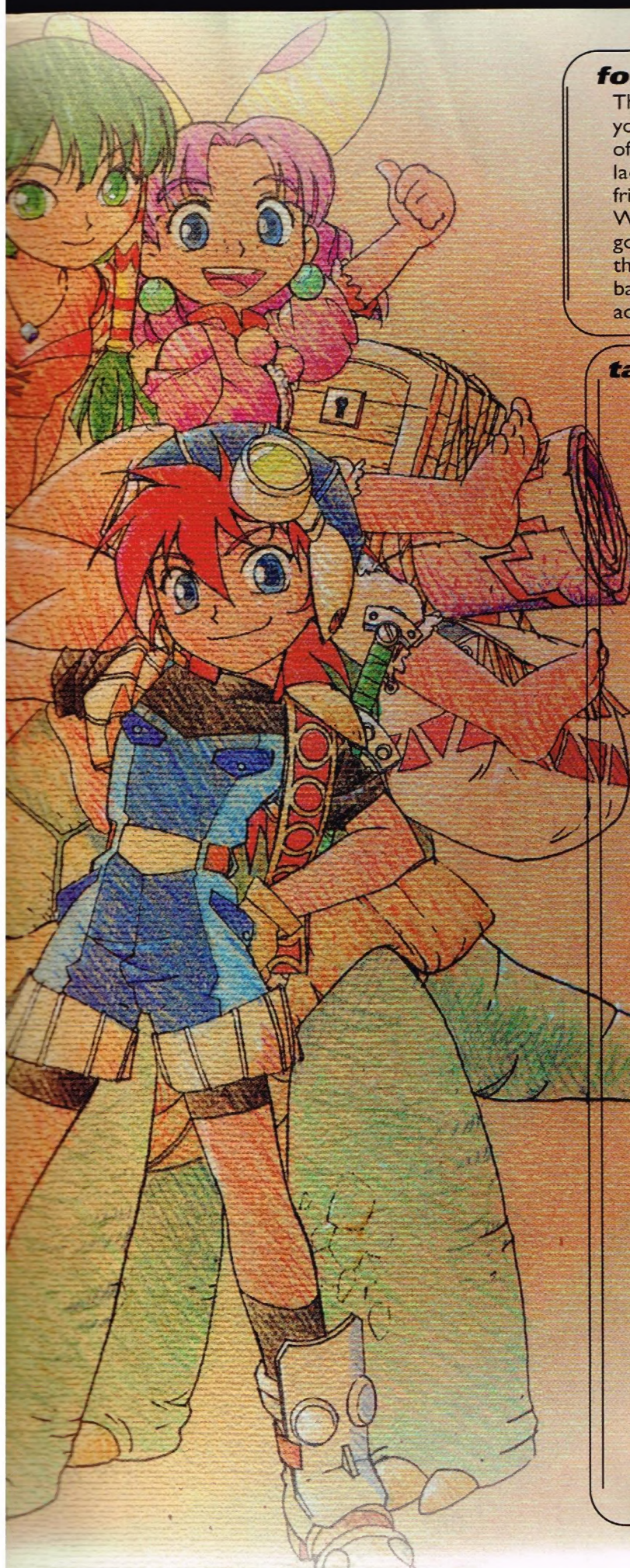
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Prima's Official Strategy Guide



foreword

The world of Grandia is one of magic and of mystery. As the young adventurer, Justin, you will travel to the far reaches of the known world — and beyond. You'll grow from a wee lad into a strong adult. Along the way, you'll make some friends, fight some enemies and discover the meaning of love. With a strong 40-plus hours of game play, Grandia is like a good novel. The story will involve and immerse you and the challenge and depth of the game will keep you coming back for more. Prepare to enter the world of Grandia brave adventurer — your quest awaits!

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GETTING STARTED

So you just want to get started, eh? The 70 page manual is too much to read, and you don't need a manual anyway, do you?

QUICK HINTS:

Learn to use the compass. You will need to switch the view often during the course of the game. Without the compass, you would be lost. Remember; the red side of the compass is always facing north.

Save early and save often. Save/recover points are everywhere. Use them.

The screen will switch to an angle view right before a boss fight. If you're not prepared to fight and the view switches, back off.

Basic magic is "bought" with Mana Eggs. One egg will allow you to learn one type of magic. Each character can learn four types: Fire, Wind, Water and Earth.

Justin and Feena are the only characters that will last from early on to the end of the game. Focus your character development on them. Later on in the game, Rapp and Liette will round out your party.

Check your stashing place every so often. Characters who leave your party will leave items for you there.

Make sure you SAVE your game at the end of Disc One. You CANNOT start Disc Two without the proper save on a memory card. If you don't have a memory card, it is impossible to move from Disc One to Disc Two.

WEAPONS AND MAGIC:

A wise man once said, "Variety is the spice of life." That same sentiment also holds true for Grandia. If you always use the same attacks while fighting, your characters will end up as poor performers.

Every time you use an attack, be it a basic attack, a special attack or a magic attack, your character will earn experience points. Those points will be distributed as both general experience points and weapon and magic experience points.

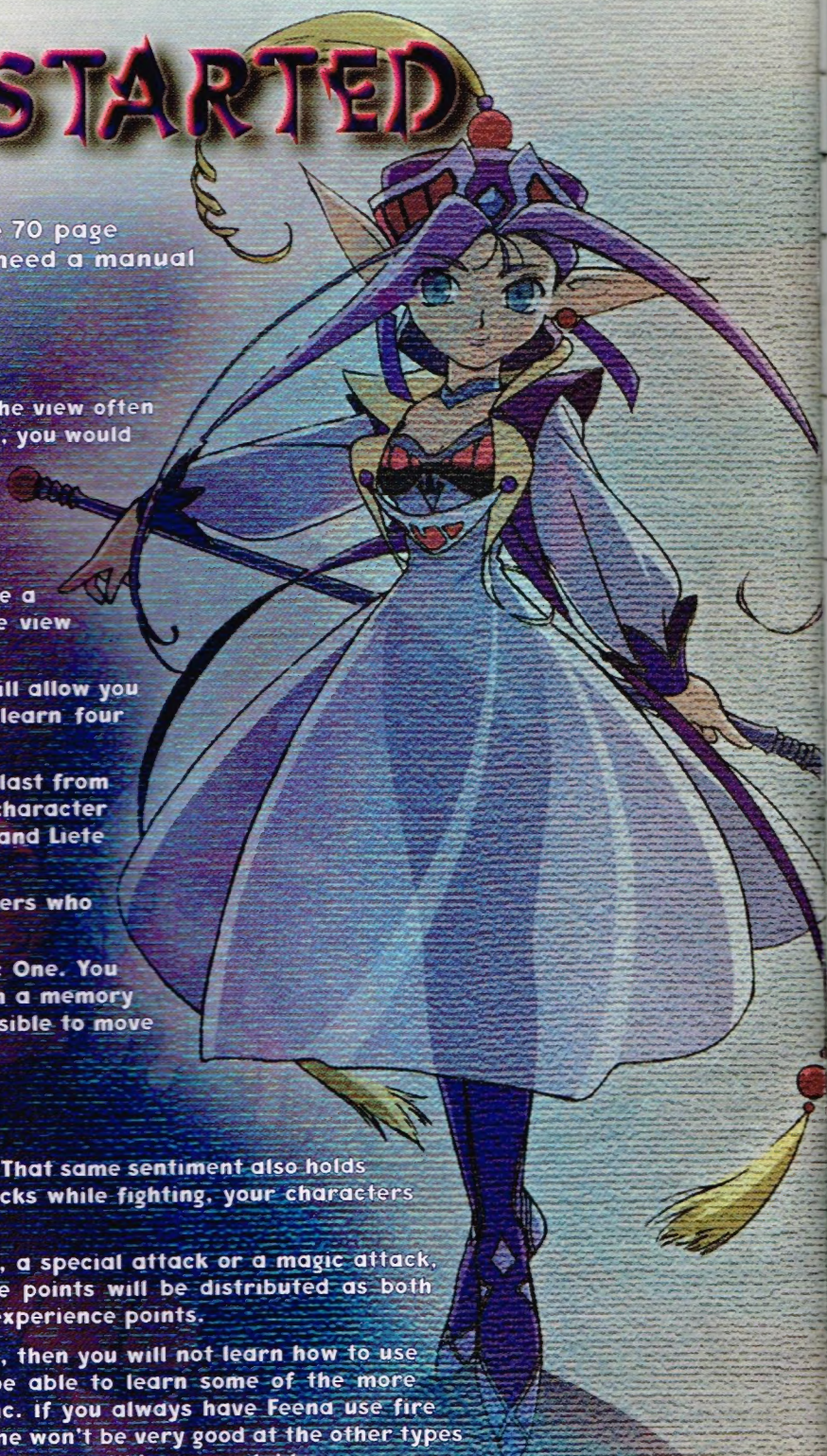
For example, if you always use the sword as Justin, then you will not learn how to use the ax. If you can't use the ax well, you won't be able to learn some of the more advanced special moves. The same goes with magic. If you always have Feena use fire magic, she will become quite good at it. However, she won't be very good at the other types of magic. As a result, many of the more advanced magics will be unavailable.

The best way to ensure balanced growth is to simply switch off between various weapons and magic types every so often. If you've been using a sword for awhile, start using an ax. If you have been using fire magic, use earth magic for awhile. Start doing this early and you'll have a powerful party by the end of the game.

ITEMS:

There are plenty of items in the game, but you don't need them all. In fact, you probably won't even see them all if you just play to win. Some items can be bought, but the best items can only be found. If you want to find something cool, you need to explore. Wander off the beaten path. Kill some extra enemies.

Each character in your party can carry a maximum of 12 items. Extra items can be stored in the stashing place, but the stashing place is only available at certain points in the game. Typically, you can find a stashing



place in town in the inns, and in dungeons near bosses. They can also be found near save/recover points. Items stored in a stashing place cannot be immediately used. They must be removed from the stashing place and given to a character first.

It is a good idea to keep some space in your item list. Don't max out every character with 12 items before you go adventuring. Why? If you are completely loaded up and you find something, you will either have to pitch something in your inventory or pitch the item you just found. Once an item is pitched, it is gone for good. You cannot come back and pick it up later.

BUYING AND SELLING:

In short, stores will buy items for 50 percent of their sale value. You might as well sell off anything you're not planning to use. You can never have enough money.

BATTLE MODE:

The game will switch to battle mode when you encounter an enemy. If you walk into an enemy when they are flashing red, a normal battle will start. If you walk into an enemy that is not flashing (they have not seen you), you will surprise them and gain the advantage. If an enemy walks into another member of your party, the enemy will ambush your party and you will start at a disadvantage.

Fighting in Grandia is near-real-time. The fight will pause to allow you to choose an attack, but once you have made your choice, things start to get interesting. There is an IP bar in the lower right hand corner of the screen that shows the "placement" of everyone in relation to their "turn."

Characters in the first section of the bar are waiting. Characters in the last section of the bar have chosen an attack and characters at the right-most end of the bar are executing an attack.

There are a few different options available to you during a fight:

COMBO - This is a series of two quick hits. Individually, the hits are weak, but together they can pack quite a punch. If the first hit kills an enemy, you will automatically hit the next nearest enemy. This will likely be your most common attack.

CRITICAL - This single hit is slower than the combo, and not quite as powerful but, it can cancel an enemy's attack. While you wouldn't want to use this attack every time, it does have its place. Because of the cancellation effect, a series of critical attacks can be used to keep an enemy at bay. The downside to a critical attack is the long execution time. While waiting to execute a critical attack, your characters are themselves susceptible to counter attacks.

MOVES/MAGIC - This option allows you to execute either a special attack (using SP) or a magic attack (using MP). You'll want to use these every so often in order to gain access to the more powerful special attacks and magic types. Also, be sure to use your defensive magic to build it up. It is a mistake to ignore defensive magic, because it will prevent you from learning the "really cool stuff" later on.

ITEMS - This is pretty self explanatory. It allows you to use an item.

TACTICS - Setting tactics allows the computer to do the fighting for you. You don't have to worry about the nitty gritty if you don't want to. There are eight different methods.

1) Manual - This is the default. You do everything.

2) Play Fair - Fight with normal attacks. You will beat on your opponents until they die. Your characters will not use magic attacks.

3) Power Up - As it says, power up. Your characters will use magic and items to boost their abilities before attacking.

4) Withdraw - If you're a wimp, this is the way to go.

5) Each Own - Party members will "do their own thing."

6) Safety - Heavy use of recovery items and magics to keep party members healthy.

7) Go Wild - Attack with the most powerful special moves and magics.

8) Meanie - Make it difficult for the enemy to retaliate.

DEFEND - You have the option to endure (hunker down and only take 1/3 damage from attacks) or evade (move around on the screen to avoid an attack).

LOOK - Look at the enemy. Check out their stats. See how much HP they have left.

ESCAPE - Use this command if you ever face a killer rabbit. In other words - RUN AWAY!!!

CHARACTER	MOVE NAME	SP	WEAPON	LV.	WEAPON2/ELEMENT	LV.	WEAPON3/ELEMENT2	LV.
Feena	Fire Wip	32	Whip	14	Fire	12	N/A	N/A
Feena	Knifehurl	10	Knife	3	N/A	N/A	N/A	N/A
Feena	Para Whip	15	Whip	4	N/A	N/A	N/A	N/A
Feena	Randohurl	28	Knife	10	N/A	N/A	N/A	N/A
Feena	Zap! Whip	38	Whip	24	Fire	15	Air	15
Gadwin	Dragon Cut	45	Sword	16	Earth	7	Fire	6
Gadwin	Erupt Cut	24	Sword	8	Earth	3	Fire	3
Gadwin	Fly Cut	14	Sword	4	N/A	N/A	N/A	N/A
Guido	Mogay Bomb	38	Bow	12	N/A	N/A	N/A	N/A
Guido	Mogay Hypo	45	Knife	13	Sword	8	Bow	15
Guido	Mogay Pickpocket	10	Knife	13	Sword	8	Bow	15
Guido	Mogay Shot	14	Bow	5	N/A	N/A	N/A	N/A
Justin	Aura	45	Sword	20	Mace	25	Ax	22
Justin	Dragon Cut	45	Sword	16	Earth	7	Fire	6
Justin	Heaven & Earth Cut	90	Sword	32	Mace	29	Ax	30
Justin	Ice Slash	36	Ax	23	Air	10	Water	10
Justin	Lotus Cut	32	Sword	12	Fire	8	N/A	N/A
Justin	Midairecut	32	Mace	10	Ax	12	N/A	N/A
Justin	Shockwave	30	Mace	7	Ax	5	N/A	N/A
Justin	Thor Cut	40	Sword	23	Fire	17	Air	17
Justin	V-Slash	14	Sword	1	N/A	N/A	N/A	N/A
Justin	W-Break	20	Sword	6	Mace	4	N/A	N/A
Liete	Enchant	34	Mace	18	N/A	N/A	N/A	N/A
Liete	Redshock	28	Mace	10	N/A	N/A	N/A	N/A
Milda	Milda Hit	75	sword	20	Mace	21	Ax	?
Milda	Milda Kick	16	Ax	10	N/A	N/A	N/A	N/A
Milda	Splitter	40	Sword	13	Mace	15	N/A	N/A
Rapp	Death Sword	25	Knife	16	Sword	14	N/A	N/A
Rapp	Demon Ball	40	Knife	20	Sword	18	Bow	23
Rapp	Discutter	30	Knife	10	Sword	7	Bow	15
Rapp	Doppelganger	27	Knife	12	Sword	9	N/A	N/A
Rapp	Fireball	36	Bow	12	Fire	10	N/A	N/A
Rapp	Missile	14	Bow	7	N/A	N/A	N/A	N/A
Rapp	Mist Hide	5	Knife	5	N/A	N/A	N/A	N/A
Rapp	Neo Demon Ball	85	Knife	24	Sword	25	Bow	32
Rapp	Sidethrow	40	Bow	22	N/A	N/A	N/A	N/A
Sue	"Fight!"		Mace	8	Earth	2	Fire	3
Sue	"Rah-Rah"	18	Mace	1	Bow	1	N/A	N/A
Sue	Fire Away	28	Bow	10	N/A	N/A	N/A	N/A
Sue	Puffy Fire	36	Bow	12	Fire	2	N/A	N/A
Sue	Puffy Kick	8	Bow	1	N/A	N/A	N/A	N/A
Sue	Whacker	30	Mace	7	N/A	N/A	N/A	N/A
Sue	Yawn	5	Mace	10	Water	3	N/A	N/A

MAGIC

LEVEL	NAME	MP	ELEMENT	LV.	ELEMENT2	LV.
Magic Level 1	Boom!	7	Earth	7	Fire	6
Magic Level 1	Burn	1	Fire	1	N/A	N/A
Magic Level 1	Crackle	2	Air	3	Water	2
Magic Level 1	Cure	1	Water	3	Earth	2
Magic Level 1	Def-Loss	3	Earth	6	N/A	N/A
Magic Level 1	Diggin	1	Earth	1	N/A	N/A
Magic Level 1	Freeze	3	Air	6	Water	5
Magic Level 1	Heal	1	Water	1	N/A	N/A
Magic Level 1	Howl	2	Air	1	N/A	N/A
Magic Level 1	Magic Art	11	Fire	12	N/A	N/A
Magic Level 1	Poizn	2	Water	5	Earth	3
Magic Level 1	Runner	1	Air	2	N/A	N/A
Magic Level 1	Snooze	2	Water	3	N/A	N/A
Magic Level 1	Stram	3	Water	6	Earth	5
Magic Level 1	Wow!	3	Earth	5	Fire	5
Magic Level 1	Time Gate	99	Air	99	Water	99
Magic Level 1	Zap!	11	Fire	5	Air	4
Magic Level 2	All Heal	4	Water	5	N/A	N/A
Magic Level 2	All Healer	8	Water	12	N/A	N/A
Magic Level 2	Boom-Pow	10	Earth	10	Fire	10
Magic Level 2	Burnflame	4	Fire	4	N/A	N/A
Magic Level 2	Burnstryk	5	Fire	18	N/A	N/A
Magic Level 2	Colde	3	Air	10	Water	8
Magic Level 2	Crackling	14	Air	10	Water	12
Magic Level 2	Craze	1	Water	10	Earth	10
Magic Level 2	Gravity	4	Earth	12	N/A	N/A
Magic Level 2	Healer	3	Water	8	N/A	N/A
Magic Level 2	Howl Slash	6	Air	6	N/A	N/A
Magic Level 2	Meteorstryke	10	Earth	15	Fire	13
Magic Level 2	Refresh	3	Water	12	Earth	10
Magic Level 2	Shhh!	3	Air	12	N/A	N/A
Magic Level 2	Symphony	12	Water	20	Earth	20
Magic Level 2	Tremor	3	Earth	3	N/A	N/A
Magic Level 2	Life Tree	28	Water	23	Earth	22
Magic Level 2	Zap All	13	Fire	10	Air	9
Magic Level 3	Alhealerm	12	Water	20	N/A	N/A
Magic Level 3	Ba-Boom	18	Earth	20	Fire	18
Magic Level 3	Burnflare	7	Fire	9	N/A	N/A
Magic Level 3	Dragonzap	20	Fire	21	Air	19
Magic Level 3	Fiora	2	Air	8	Water	10
Magic Level 3	Gadzap	13	Fire	19	Air	15
Magic Level 3	Halvah	5	Water	19	Earth	16
Magic Level 3	Fireburner	8	Fire	25	N/A	N/A
Magic Level 3	Howlnado	8	Air	23	N/A	N/A
Magic Level 3	Quake	12	Earth	19	N/A	N/A
Magic Level 3	Resurrect	6	Water	16	N/A	N/A
Magic Level 3	Speedy	4	Water	13	Earth	13
Magic Level 3	World End	33	Fire	27	N/A	N/A
Magic Level 3	Prison	21	Air	20	Water	23
Magic Level 3	Enclose	26	Fire	23	Air	24

items

NAME	EFFECT	SECONDARY EFFECT
Agility Fruit	+3 agility	N/A
Bamboo Shoot	Restore 20 Hp	N/A
Bamo Fruit	Restores 4 level 2 MP to 1 friend	N/A
Banana	Restores 12 HP to 1 friend	Sweet
Baobob Fruit	10 SP to 1 Friend	N/A
Beef Jerky	Restore 60 Hp	N/A
Black Nail Polish	+3 attack level for 1 friend	N/A
Blue Medicine	Restores 20 MP (all levels) to ally	N/A
Bond of Trust	Increases IP of friend permanent	N/A
Box of Sweets	Restores 10 HP to 1 friend	Variety
Chocolate	Restore 40 HP	N/A
Chocolate Cookies	Restores 80 HP to 1 friend	Yummy
Cholla Flowers	Restores 3 Level 1 MP to 1 friend	N/A
Coal Candy	+2 attack for 1 friend	Bitter
Cone of Light	Temporarily stops damage to 1 friend	N/A
Crimson Potion	Restore 150 HP to party	N/A
Culture Medium	Cause plague in a range of enemies	N/A
Deep Blue Potion	Restores 20 MP (all levels) to party	N/A
Dream Truffle	Confuse 1 enemy	N/A
Dried Fish	Restpre 40 Hp	N/A
Dynamite	70 hp fire damage	N/A
Expensive Jewel	Very valuable jewel	No effects
Fire Wood Sparks	80 HP range attack	N/A
First Aid Kit	Heal 60 hp to party	N/A
Fruit of Life	+10 Max HP	N/A
Fruit of Power	+3 Strength	N/A
Ginseng	Restores 40 HP to 1 friend	Tastes bitter
Gold Key	Key to Hill of Teleportation	N/A
Gold potion	Restores 30 SP to entire party	N/A
Golden Potion	restore 30 SP to entire party	N/A
Hand Grenade	30 HP fire range attack	N/A
Health Weed	Restores 80 HP to 1 friend	N/A
Herbs	Restores 15 HP to 1 friend	N/A
Honey	Restores 100 HP to 1 friend	Fresh
Launch Fireworks	120 HP fire range attack	N/A
Lightning Scroll	150 HP lightning range attack	N/A
Magic Lamp	Restores 22 MP (all levels) brakeable	N/A
Magic Lipstick	+3 action level for 1 friend	N/A
Mana Egg	Curious eggs used to buy magic	N/A
Medal of Wisdom	Medal received from Liet	N/A
Mikeroma Scroll	Restores 50 HP to entire party	N/A
Miracle Drink	Restores 5 MP(all levels) to party	N/A
Miraculous Scales	Doubles money obtained in combat	N/A
Move Breaker	Unblocks moves of 1 friend	N/A
Orb of Silence	Block the magic of 1 enemy	N/A
Panacea	Restores status of 1 friend	N/A
Paralysis Ointment	Cures paralysis in 1 friend	N/A
Poison Antidote	Cure poison	N/A

ITEMS

Pow Seed	+1 strength	Slightly Sweet Seed
Power Mushroom	+3 attack level for 1 friend	N/A
Pretty Jewel	N/A	N/A
Prime Rib	Restores 150 HP to 1 friend	Tasty
Rainbow Weed	Restores 100 HP to 1 friend	N/A
Red Medicine	Restores 200 HP to 1 friend	N/A
Rescue Set	Restores 120 HP to entire party	N/A
Restraint Walnut	+2 defense level for 1 friend	N/A
Resurrect Potion	Revive fallen friend	N/A
Roach Bomb	-1 defense all enemies	N/A
Root of Confusion	Confuse 1 enemy	Not permanent
Scarab	+4 poison, plague, paralysis resistance	N/A
Seed of Defense	+1 vitality	Slightly salty seed
Seed of Life	+3 Max. MP	N/A
Seed of Magic	+1 max Mp for levels 1-3	Bitter
Seed of Moves	+2 Max SP	N/A
Seed of Running	+1 agility	Very sour seed
Seed of Speed	+1 wit	N/A
Silver Key	Key to hill of teleportation	N/A
Slouch Weed	-2 to action level of 1 enemy	N/A
Smarna Weed	-1 defense for all enemies	N/A
Smelling Salts	Cures confusion in 1 friend	N/A
Smoked Salmon	Restores 75 HP to 1 friend	Tasty
Snooze Scroll	Put all enemies to sleep by bubbles	N/A
Soldier Key	Key used in Soldier's Graveyard	N/A
Soldier's Soul	Stone used at Soldier's Graveyard	N/A
Sonic Walnut	+2 movement level for 1 friend	N/A
Spell Breaker	Unblocks Magic of 1 friend	N/A
Spirit Potion	Restores 99 MP (all levels) to party	N/A
Squid Guts	Restores 20 SP to 1 friend	N/A
Sulfa Weed	Used to heal Rem	N/A
Talisman	Prevents status abnormalities	N/A
Tear Jewel	Restores 3 SP to 1 friend	N/A
Thor's Fury	120 HP lightning range attack	N/A
Titan Ring	+5 attack	N/A
Torte's Whistle	Awaken entire party from sleep	N/A
Trudge Weed	-3 to movement level of all enemies	N/A
Ultra Drink	Restore 20 SP to party	N/A
Vaccine	Cures plague of 1 friend	N/A
Weak Weed	-2 attack to enemy	N/A
Weeds	Restores 1 HP to 1 friend	Just grass
White Sulfa Weed	Restores 35 HP to 1 friend	N/A
Wound Salve	Heal 40 HP to 1 friend	N/A
Yellow Medicine	Restores 30 HP to friend	N/A

WEAPONS

NAME (LONG)	TYPE	ATTACK	SECONDARY EFFECT
Army Darts	Projectile	+18	N/A
Army Mace	Mace	+7	N/A
Army Saber	Sword	+22	N/A
Assassin's Dagger	Knife	+50	May cause instant death
Battle Saber	Sword	+48	N/A
Binding Whip	Whip	+56	Stops enemy movement
Bloody Knife	Knife	+55	Great vs. Humanoid
Boomerang	Projectile	+33	N/A
Bow of Destruction	Projectile	+45	Great vs. Ghosts
Buster Ax	Ax	+52	Movement -25
Cactus Thorn	Projectile	+38	N/A
Catfish Whiskers	Whip	+43	Water
Ceramic Sword	Sword	+12	N/A
Ceremonial Stone Ax	Ax	+8	N/A
Cleaving Ax	Ax	+41	May cause instant death
Commander's Sword	Sword	+14	N/A
Dark Blue Knife	Knife	+25	Water
Dimension Rod	Mace	+38	Warp while attacking
Discus	Projectile	+53	Great vs. Insects
Dragon Killer	Sword	+26	Great vs. Dragons
Dull Sword	Sword	+9	N/A
Earthen Ax	Ax	+68	Explosion spell
Emperor's Whip	Whip	+53	Skills +2
Evil Shuriken	Bow	+64	+20 movement
Field Knife	Knife	+9	N/A
Fine Sword	Sword	+24	N/A
Fire Darts	Projectile	+41	Fire
Fire Rod	Mace	+25	Fire
Fire Sword	Sword	+38	Fire
Flint Bow	Projectile	+20	N/A
Flint Knife	Knife	+20	N/A
Flying Fish Bow	Projectile	+25	Ice
Force Knife	Knife	+65	Extra range / wow
Fragrant Plant Root	Mace	+33	Unbinds seal
Frog Ax	Ax	+28	N/A
Gate Whip	Whip	+27	Casts Ranna
Gil Sword	Sword	+38	Acquires rare items
Great Snake Whip	Whip	+33	Poisons enemies
Great Sword	Sword	+16	N/A
Gust Knife	Knife	+24	Wind
Hail Bow	Projectile	+20	Blizzard
Hand Ax	Ax	+10	Movement -3
Hand Darts	Projectile	+7	N/A
Heavenly Boomerang	Projectile	+60	Great vs. Evil
Hell's Spike	Mace	+65	May instant death
Holy Mace	Mace	+20	Great vs. Ghosts
Holy Sword Rolence	Sword	+49	Less enemy defense
Homerun Hammer	Mace	+36	Moves enemies
Hunter's Bow	Projectile	+16	N/A
Hunter's Knife	Knife	+18	N/A
Ice Blade	Sword	+40	Snow
Ice Pick	Knife	+38	Ice
Ikazuchi Sword	Sword	+50	Lightning

WEAPONS

Iron Mace	Mace	+19	Movement -10
Kawa Shuriken	Projectile	+26	N/A
Keel Ax	Ax	+38	Movement -10
Knife of Destruction	Knife	??	Defense -40. 3 hits
Krepp Scythe	Ax	+25	N/A
Large Hatchet	Ax	+18	Great vs. Plant
Leather Whip	Whip	+9	N/A
Life Rod	Mace	+58	HP Lv +2
Lightning Sword	Sword	+50	Lightning [Zap!]
Lumberjack's Ax	Ax	+23	Great vs. Plant
Magic Rod	Mace	+60	Magic +2
Man-Gohshu	Sword	+44	Defense +10
Metal Bat	Mace	+10	N/A
Mining Hammer	Mace	+11	N/A
Mist Cutter Whip	Whip	+20	Great vs. monsters
Morning Star	Whip	+40	Movement -15
Officer's Baton		+7	N/A
Oracle's Staff	Mace	+22	Restores allies
Paralysis Knife	Knife	+33	No enemy move
Poison Knife	Knife	+35	Poisons enemies
Rain Cloud Staff	Mace	+26	Water / Snooze
Rashiku Hammer	Mace	+50	N/A
Scorching Whip	Whip	+30	Explosion
Shadow Sword	Sword	+34	Movement -15
Shogun's Rod	Mace	+55	HP w/ each attack
Silent Sword	Sword	+40	No magic
Sparkling Rod	Mace	+42	Speeds up spell casting
Speed Dagger	Knife	+60	Movement +30
Spirit Rod	Mace	+63	Harvel recovery
Spirit Sword	Sword	+70	SP w/ each attack
Swordfish Blade	Sword	+29	N/A
Thorn Whip	Whip	+15	N/A
Thunder Arrow	Projectile	+50	Great Range
Toy Bow and Arrow	Projectile	+5	N/A
Twinkling Rod	Mace	+42	Higher spell speed
Used Darts	Projectile	+28	HP during battle
War Hammer	Mace	+42	Movement -10
Warp Staff	Mace	+38	Warps in combat
Whip of Light	Whip	+65	Skills +2
Wooden Pole	Mace	+5	N/A
Wooden Sword	Sword	+7	N/A
Wrecking Ax	Ax	+35	Boom
Zero Ax	Ax	+0	More weapon experience
Zero Knife	Knife	+0	More weapon experience
Zero Rod	Mace	+0	More weapon experience
Zero Shuriken	Projectile	+0	More weapon experience
Zero Sword	Sword	+0	More weapon experience
Zero Whip	Whip	+0	More weapon experience

EQUIPMENT

NAME (LONG)	TYPE	EFFECT (1)	EFFECT (2)
Adventure Clothes	Armor	+2 defense	N/A
Air Sneakers	Shoes	+48 movement	N/A
Ancestor's Amulet	Jewelry	+4 plague resis	N/A
Angel's Hat	Helmet	+23 defense	Restores HP in attacks
Apron	Armor	+1 defense	N/A
Army Boots	Shoes	+2 defense	+15 movement
Bamboo Armor	Armor	+6 defense	N/A
Barette	Helmet	+3 defense	N/A
Breast Plate	Armor	+6 defense	N/A
Chain Mail	Armor	+19 defense	N/A
Chameleon Armor	Armor	+18 defense	N/A
Climbing Hat	Helmet	+5 defense	N/A
Confusion Charm	Jewelry	fires	N/A
Cowboy Hat	Helmet	+4 defense	N/A
Crampons	Shoes	+18 defense	+10 movement
Curious Clogs	Shoes	+3 defense	Warps when damaged
Cutting Board	Shield	+1 defense	N/A
Demon Sword Amulet	Jewelry	+5 defense	+1 all magic resis
Disease Charm	Jewelry	+3 plag resistance	N/A
Dragon Gauntlet	Shield	+5 defense	N/A
Dragon Boots	Shoes	+4 defense	+5 movement
Dress Shoes	Shoes	+30 movement	N/A
Earrings	Jewelry	+1 defense	+3 poison resistance
Enchantress' Robe	Armor	+23 defense	+1 against all magic
Escargot Shield	Shield	+7 defense	N/A
Fairy Robe	Armor	+10 defense	+2 anti-confusion
Fire Charm	Jewelry	+4 fire resistance	N/A
Fluffy Ribbon	Helmet	+2 defense	N/A
Flying Dragon Vest	Armor	+14 defense	+2 anti-fire level
Forest Charm	Jewelry	+2 forest (earthpator) pos	N/A
Frog Shirt	Armor	+10 defense	+1 anti-water level
Gauntlets of Light	Shield	+25 defense	+1 all magic resistance
Gauntlets	Shield	+20 defense	+10 attack
Goggles	Helmet	+2 defense	N/A
Hero Badge	Jewelry	+2 defense	N/A
Holy Ring	Jewelry	+10 defense	+2 all magic resistance
Hunter's Boots	Shoes	+1 defense	+30 movement
HV Shield	Shield	+23 defense	-20 movement
Iron Pot	Helmet	+1 defense	N/A
Jade Charm	Jewelry	+2 attack	N/A
Jade	Jewelry	+2 sleep	N/A
LA Shield	Shield	+19 defense	+1 magic power level
Leather Greaves	Shoes	+1 defense	+17 movement
Leather Gloves	Shield	+2 defense	N/A
Light God Amulet	Jewelry	+1 all magic resistance	N/A
Lion Boots	Shoes	+26 defense	+18 movement
Mach 1 Boots	Shoes	+5 defense	+30 movement
Mage Mirror Shield	Shield	+13 defense	Returns normal attacks
Magic Block Charm	Jewelry	Gives resistance to magic block	N/A
Magic Gloves	Shield	+20 defense	N/A
Mama's Amulet	Jewelry	+2 defense	N/A
Medal of Yore	Jewelry	Restore SP during attacks	N/A
Metal Frog	Jewelry	+3 magic	More block

EQUIPMENT

Mogay Clothes	Armor	+30 defense	N/A
Moonlight Shield	Shield	+21 defense	+2 blizzard resistance
Mushroom Shield	Shield	+9 defense	+1 plague resistance
Oaken Shield	Shield	+3 defense	N/A
Officers Uniform	Armor	+9 defense	N/A
Officer's Badge	Jewelry	+15 movement	N/A
Old Armor	Armor	+4 defense	N/A
Orge Helm	Helmet	+20 defense	-10 movement / warp 2
Outdated Armor	Armor	+4 defense	N/A
Paper Weight	Jewelry	User won't fall down when attacked	N/A
Paralysis Charm	Jewelry	Resist paralysis	N/A
Pearl Helmet	Helmet	+7 defense	N/A
Pirate Hat	Helmet	+4 defense	N/A
Pot Lid	Shield	+1 defense	N/A
Rabbit Shoes	Shoes	+5 defense	+30 movement
Rainbow High Heels	Shoes	+5 defense	Warps when damaged
Raincoat	Jewelry	Prevents falling asleep	N/A
Revival Stone	Jewelry	Revives fallen character	N/A
Ribbon	Helmet	+1 defense	N/A
Rubber Boots	Shoes	+1 defense	+20 movement
Rune Ring	Jewelry	+1 defense	Slows IP usage
Safety Helmet	Helmet	+3 defense	N/A
Seashell Shield	Shield	+8 defense	N/A
Shell Shield	Shield	+5 defense	N/A
Shell Armor	Armor	+8 defense	N/A
Shiny Shoes	Shoes	+35 movement	N/A
Skull Armor	Armor	+15 defense	N/A
Sneakers	Shoes	+35 movement	N/A
Soldier's Uniform	Armor	+7 defense	N/A
Soul of Asura	Jewelry	+1 Combo/Critical	N/A
Spectacles	Jewelry	+2 critical resis	N/A
Spirit Helmet	Helmet	+42 defense	Prevents sudden death
Sports Wear	Armor	+4 defense	N/A
Stone Head	Helmet	+9 defense	N/A
Sudden Death Charm	Jewelry	Dives resistance to sudden death	N/A
Sunday Best	Armor	+2 defense	N/A
Swordfish Armor	Armor	+12 defense	N/A
Thick Armor	Armor	+12 defense	N/A
Turban	Helmet	+13 defense	N/A
Warp Shoe	Shoes	Warps during attacks	N/A
Wind Charm	Jewelry	+4 wind resistance	N/A
Wing Boot	Shoes	+7 defense	+50 movement
Woolen Mittens	Shield	+1 defense	N/A
Work Clothes	Armor	+3 defense	N/A

Chapter 1: THE LEGENDARY TREASURES



The first section of the game serves as your "introduction" to the world of Grandia. Although this mini-quest doesn't have a direct bearing on the rest of the game, it will get you familiar with the control system.



Great, Sue! That's the first one!!
That leaves the Shield of Light, the
Warrior's Helmet and the Spirit Sword!

As you promised,
starting tomorrow, Sue's in my gang.
I, Gantz, will take her as my bride!

After the opening movie, which has probably left you with more questions than it answered, the game opens in the town of Parm, where we meet Justin and Sue, our two intrepid adventurers. Sue has found one of four "Legendary Treasures."

It seems that Justin has a bet with Gantz, a rival youth. If Justin and Sue cannot find the "Four Treasures" before sundown, Sue will have to join Gantz's gang as his bride.

After talking with Gantz, follow the canal edge until you find a set of stairs.



Go down the stairs and explore to the West. Keep going until you reach the bridge.

At the base of the bridge you will find the "Warrior's Helmet."

This overview map reveals the location of the Helmet. The red dot on the left is the Helmet. The three green marks on the bridge in the lower right are Gantz and his cronies.



Once you have the Helmet, you will need to get the "Shield of Light." The Shield is located just outside the town, in the Port of Parm. Go to the Northeast corner of town (marked by a red dot on this map) and enter the Port of Parm.



Right after entering the Port of Parm, you'll find the first save/recover point. The save points look like rainbow colored cones of light. If you stand within a cone, you can save your game, recover your health or receive a game hint. Keep an eye out for these cones as you play the game. They come in quite handy at times.



The "Shield of Light" is located near the waterfront, behind a building. You will need to rotate your camera view to see it.



After you have the Helmet and the Shield, return to Gantz to discover the location of the "Spirit Sword."



Gantz's brother, Tentz, has the key you'll need in order to get the Sword. You'll find Tentz hiding behind a building near the second bridge to South Parm. The red dot on this map is Tentz's hiding spot.



When you find Tentz, he will be crying.



Talk to Tentz, and threaten to tell Gantz that Tentz has done something wrong.



Once you threaten Tentz, he will break down and admit that he has lost the key to the treasure chest.



Justin and Sue will offer to help Tentz find the key. Walk past Tentz into the courtyard. You will automatically go down on your hands and knees and start searching for the key.



Keep moving around in this area until you find the key. You will need to press the action button to search the ground. By default, the action button is X.



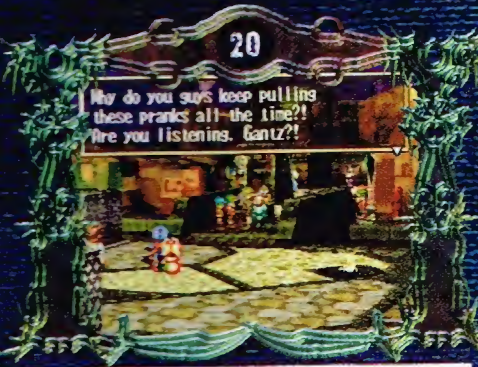
Tentz will be so happy that you found the lost key, that he will let you keep it.



Thank Tentz and follow him to Gantz's house.



Inside Gantz's house, you'll find the treasure chest. It is in the back, left hand corner of the room. Wander over to the treasure chest. Examine it and you will automatically use the key that Tentz gave you. Inside the chest, you will find the Sword.



Once you have the Sword, return to the bridge and talk to Gantz once again. As you approach the bridge, though, you will see a group of adults reprimanding Gantz and his gang for blocking the bridge.



Sue will suggest that the two of you nonchalantly walk across the bridge. Unfortunately, the adults recognize the two of you and try to stop you as well. The best you can do is RUN.

Chapter 2: THE SPIRIT STONE



The story starts to unfold in this chapter, as you learn more about your father and the mysterious Spirit Stone. You'll fight your first battles near the end of this chapter.



Justin and Sue will end up at the Seagull Restaurant, which is owned and operated by Lilly, Justin's mom. Go behind the counter and talk with Lilly. She'll be angry, because she knows that you've been causing trouble all day.



If you respond with the first or second answers, you'll get whacked on the head.



Tell Lilly that you haven't been doing anything all day. Yes, you need to lie to your mother in order to move the story along.



Lilly will catch you in the lie, and you'll get whacked again, but at least you'll be able to continue the adventure. Head upstairs to catch some dinner.



You will need to chat with everyone at the table before you can finish dinner.



Sue won't have much to say, but Lilly will. She will relate the tale of how she met your father. As it turns out, Lilly used to be a pirate named Lilly the Skull. Lilly met Justin's dad after she took over his ship one night. Instead of killing him, however, Lilly fell in love and gave up being a pirate. Lilly will also tell you to visit the museum curator. Apparently he has something to give you.

7

I'm full. I can't eat any more.

Uh-h? Don't you want to eat any more?
If you want seconds,
we have plenty left.

After you have finished chatting with Sue and Lilly, click on Justin. Tell Lilly that you're full, and you will be excused from the table.

8

Yeah, this is it!
Gotta have this on an adventure.

The next morning, Sue will stop by to accompany you to the museum. Before you leave, examine Justin's room. You'll find a First Aid Kit, some Antidote and some cash.

9

To the Baal Museum (Halt)

Head downstairs to the restaurant in order to leave the building. Head Southeast, past the train station, to the Baal Museum.

10

Hi, Mr. Curator!

Once inside the museum, head to the exhibit hall and talk to the Curator. The curator will return your Spirit Stone and tell you to meet him in his office.

11

Now, ju-jus-just calm down!
The only thing to do is fix it.
C'mon Sue, help me!

Before you go to the office, the Curator will tell you to look around. Examine the statue and it will fall apart. Don't worry about breaking it though. You *have* to break the statue in order to move on in the game.

12

You sure that's right?
I think it looked
a little different.

Sue will help you "fix" the statue. Once the statue is "fixed", you can go to the Curator's office. He will be ready for you.

13

Hah hah hah!!
Justin, you ARE a joker.

In the curator's office, the curator will ask you about the noise. You should tell him that you broke the statue, but he won't believe you.

14

I'm just happy to see your faces.
Show this Letter of Introduction
and the army will let you visit.

The curator will give you a "Letter of introduction." This letter will allow you and Sue to access the Sult Ruins.



Once you have the letter, you can leave the museum and hit the road. Before leaving town, ensure that your characters are well equipped. The Parm General Store is located to the North of the museum. You can buy anything you need here. At this point in the game, however, you really shouldn't need anything, with the possible exception of some herbs. They are a good item to have around.



Now that you're stocked up and ready to go, let's hit the road. Marna Road is where you need to be.



You will encounter your first battles on Marna Road. Unlike most RPGs, you don't have to worry about "random" battles here. All of your enemies can be seen on screen. You can run away to avoid a fight, but it is a good idea to engage in combat. Remember, fighting is the only way to build up your weapon and magic experience.

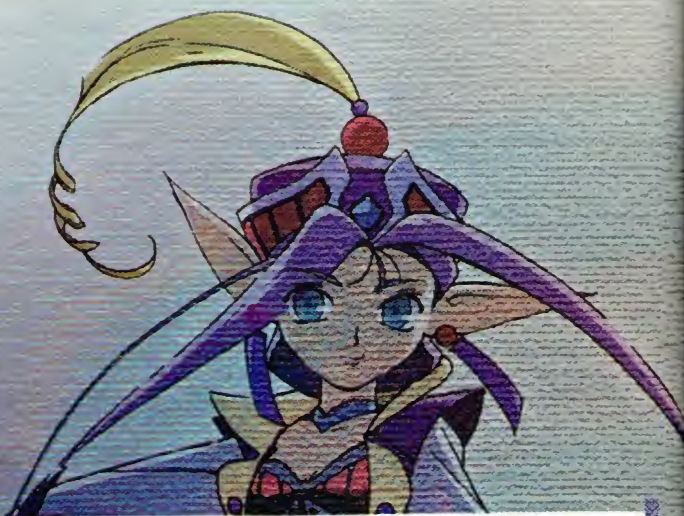


Make sure you explore the grasslands to look for treasure. Marna Road contains both cash and items. Only a fool would pass up the free stuff.



Once you've finished goofing off with the local monsters, follow the trail to the end of the road. You'll now be entering the Sult Ruins.

Chapter 3: THE SULT RUINS



In this section of the game, you'll fight your first boss fight. You'll also learn to use the compass to navigate to a destination. This is also where you'll first encounter Mullen and Leen face-to-face.



You will need to present the "Letter of Introduction" to the guard outside the entrance. Without the letter, he will not let you pass.



As soon as you enter the Ruins, the game will trigger a story sequence. Kick back and watch the story unfold.



Head down the ramp to the excavation site. Go talk to the three female sergeants — Nana, Saki and Mio.



They will ask to see your letter. You have no choice but to give it to them. After looking it over, the three women will destroy the letter and tell you to leave. Then they will head underground, leaving you behind.



After saving your game and recovering your HP at the save/recover point, head over to the underground entrance. You've come this far, don't back down now.



Once you make it underground, you'll encounter a battalion of Garlyle troops. Mullen and Leen, the two soldiers you first saw in the opening movie, are addressing the battalion. The game will play out this sequence automatically, so just sit back and enjoy.



Control will now return to Justin and Sue. In order to keep on track (and to prevent getting lost), orient your view so that North is pointing towards the top of the screen. As you explore the ruins, walk near every guard you see. Don't worry, they won't see you, but you will be able to eavesdrop on all of the different conversations.



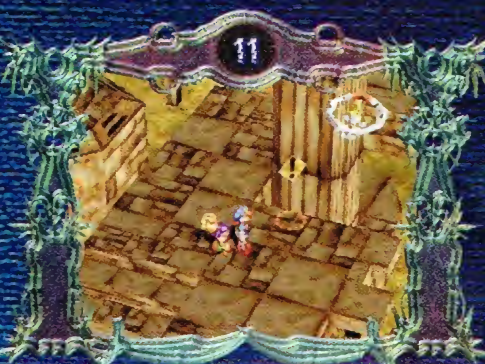
So long as you keep moving to the East, you will know that you are moving in the right direction. Eventually you, will come across a save/recover point Restore your health and venture North.



You are now in the B2 level of the Sult Ruins. It is a good idea to use the map points to get your bearings.



Explore the ruins in the B2 level to find some useful items. Look around for Armor, Herbs and a Battle-ax. Keep in mind that you can only carry so many items at one time. if you have too much stuff, you will have to discard an item before you can pick up something new.



Near the East side of the Ruins, on the upper level, you will encounter an exclamation point. Activate the point and you will push down a pillar. Now, cross over the pillar to the other side.



Once you've crossed over to the north side, you will see some soldiers standing around a mysterious statue. There will also be a save/recover point here. Take advantage of it.



After recovering your health, go examine the statue. Suddenly, your Spirit Stone will start to glow.



The statue will open to reveal a passageway. Go in.



Follow the passageway to either end and press the button. You may have to press the button more than once before the passageway will open.



You are now inside the rotating room. Go to the red square in the center.



Click on the square and you will rotate the room again. This time it will reveal a new passageway. Follow it.



At the end of the hallway the Spirit Stone will start to glow again. Another passageway will open for you. Take it.



You are now in the Room of illusion. A glowing sphere will appear in the center of the room. Go up to it and touch it. This will trigger another story sequence.



Liete of Alent will appear to you and relate the story of the Spirit Stones and the Angelou.



After the story sequence, Liete will tell you to cross the ocean and travel to the new continent. All of your answers wait in the land of Alent.



Re-trace your steps back to the outside of the ruins. When you exit the rotating room, you will run into Mullen.



Escape from Mullen and Leen by rotating the room. They will become trapped on a ledge, while you and Sue can make your escape. You'll emerge back out in the B2 level of the Sult Ruins where a Rock Bird is waiting for you. Watch your health during the battle and use Herbs if necessary. This should be an easy battle.



Exit the Ruins and return to Justin's house in Parm. You'll be able to go directly to Parm from the Sult Ruins via the map screen.



Chapter 4: THE MYSTERIOUS JAVA



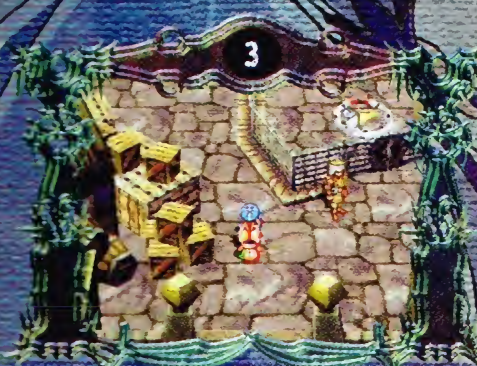
Java is an "old school" adventurer who will give you your first formal training. You need to help Java in order to leave Parm.



1
I want to play some more.
Great! I'm really hungry!!
** Save Game **
Welcome home, Justin and Sue.
Dinner's ready.
Wash your hands and come along!



2
Say, Mom!
How can we get on a ship
to the New Continent?



3
The next morning, Sue will stop by to get you. Take Sue and head to the harbor. If you remember back at the beginning of the game, the harbor is located in the Northeast corner of town, in the Port of Parm.



4
I remember an old man in the cafe in North Parm telling adventure stories showing everyone a smelly old pass.
Talk to everyone at the port until you find a man in silver. He will tell you about an adventurer named Java. You will need to find Java and get his Pass, if you want to get on a ship. Without the Pass, you will not be able to board a ship for the new continent.



5
Now, You sure?
OK, if you bring back the key,
I'll let you in tonight.
Return to downtown Parm and go to where you found Tentz crying near the first section of the game. Talk to the lady outside the café. She will let you inside, but only if you can find the man with the key.



6
Hey, Justin,
this must be him!
The guy who has the key.
The fellow with the key is hanging out at the Port of Parm, so you'll have to return there. Talk to everyone and, eventually, you will meet up with the right person. He will give you the key and you can return to the café.



Ma'ani! Ma'ani!
I found it!
Isn't this it? The key to the café!

Back at the café, return the key to the owner. She promises to let you into the café later in the evening, when it is open for business.



It has taken a long time, Mullen.
And the difficulties have been great.

The screen fades to black and we are treated to another story sequence with General Baal and Mullen.



Here it is!
I've never been to a café before.
Soria exciting.

Night has fallen and it is time to go to the café to search for Java. Head into the coffee shop.



Knowing Java, he must be up at
Leck Mines drinkin' coffee
with the goblins.

inside the shop, you won't be able to find Java. It appears that he hasn't shown up today. However, the regular customers can tell you where to find him. Talk to everyone and you'll learn that Java is hanging out at the Leck Mines.



That silly Java forgot his wallet
the last time he was here.
I'd like you to take it to him.

As you try to leave the café, Miss Kirlian, the café owner, will ask you to do her a favor. It appears that Java has left his wallet at the café. She asks you to return it.



To the Farm Station (Ticket Price)

Leave the café and head on over to the train station. You'll need to take the train to get to the Leck Mines. The train station is located in South Farm. Take the bridge just to the West of the café to cross over the canal and then head Southeast to the station.



It's late, so let's come back
tomorrow. If we sneak in at this
hour, we'll get chewed out again.

Sue will tell you to wait until tomorrow before taking the train. Listen to her advice and head home.



What TIME do you think it is?!

Back at home, Lilly will whack you upside the head for being late (and not calling), but she'll still serve you dinner. Talk with Lilly and Sue over dinner to learn more about the Leck Mines and how to get there.



Maaah! Maaah!
I hate you, Mommy!
You, you... maaaaah!

Early the next morning, Sue will once again stop by to pick you up before heading to the train station. Outside the station, you will find a little girl named Marie. Talk to her and she will tell you that she has lost her Pin. Offer to find the Pin.



Outside the museum, you will find Marie's mother searching. Check the ground outside the museum by using the action button. Eventually, you will find the Pin.



Return the Pin to Marie and then go back and talk to her mother. She will give you an item as a "thank you" for finding Marie's lost Pin.



Enter the train station and talk to the guard. He will let you onto the platform without tickets.



Walk up to the platform and board the train. It will take you to the Leck Mines.



Exit the train and explore the area around the mines. Java's house is right near the train stop. You'll go inside, but on one is home. Leave his wallet and Java will come running in.



Talk with Java and tell him why you're there. He'll offer to give you his Pass... but only if you can complete his trial.



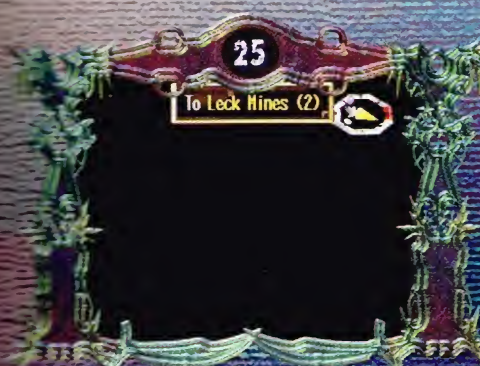
Follow Java out to the mines, it seems that some monsters have been living in the mines and bothering Java. He wants you to kill the boss monster in exchange for his Pass.



When you first enter the mines, you will see four tracks. Stay on the third track from the left, as shown here. Follow this track westward into the mine.



Eventually, you will run into a mine cart on this track. At this point, switch to the track on the far side (the South side) of the mine. Follow this track eastward into the mine.



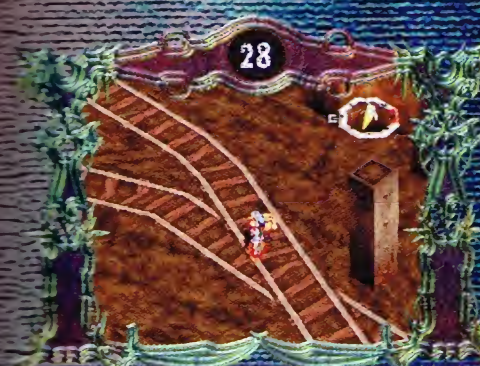
This track will run under some rocks and lead you to level 2 of the mines.



Stay on the southern track when you enter level 2.



Follow this track. You will know you are on the right track when you cross a bridge.



Just past the bridge, this track will cross another. Switch tracks at this point and follow the new track. At this point, the new track will be branching South.



This track will end at a cave in. Switch tracks one more time. Follow the new track eastward.



You will soon come to a save/recover point. Recover your health and save if necessary. You should hear growling at this point. The boss is just down the track.



Continue eastward on the track to the deepest part of the mine.



Here, you will face the Orc King and two Orc guards. Kill each of the guards first, as they only have 70 HP each. The Orc King has 385 HP, though. He is a little harder to take out.



Keep an eye on your HP, use Herbs if necessary, and keep pounding on the Orc King. Eventually, you will defeat him.



Your victory is short-lived though, as the mine has begun to collapse!!! Fortunately, Java is waiting right outside the Orc King's lair with a mine cart.



The game now switches to another non-interactive section, as Java steers the mine cart through the maze of tunnels. Your Dual Shock motors will get a workout as the cart races to safety.



Thanks to Java's skill, the three of you emerge from the mine unharmed. Java congratulates you on a job well done. He takes you aside and tells you that an adventurer's life is a lonely one. He advises you to leave Sue in Parm and gives you his Steamer Pass. You can now travel to the new world!



Return to Parm with Sue.

Chapter 5: TIME TO PART WAYS



Now that you're getting ready to leave for the New World, you realize that an adventurer's life is a lonely one. Although she won't like it, you'll have to leave Sue in Parm.



When you arrive in Parm, Sue asks why you've been so quiet. Maybe it has something to do with the advice Java gave you?



As you leave the train station, Sue just can't stop talking about the adventures you're going to have in the New World. When you tell her you're going alone, she runs off crying.



With Sue gone, there is nothing to do but go home and rest. Return home and chat with Lilly. Save the game and then eat dinner with Lilly.



The next morning you will awaken, ready for adventure. Before leaving for good, however, you leave your picture on the wall, right next to your father's picture.



Go to Parm Harbor and talk to the guard by the gate. Show the guard your Pass and he will let you enter the waiting area.



Wander around the waiting area and chat with everyone.



Everyone, please
set in line!

Once you're ready to board the ship, enter
the boarding line. You can talk with
everyone in line.



No. I want to say good-bye to Mom.
Yes! I'm going! To the New World!

What's wrong, boy?
You finished boarding?

Talk to the sailor by the gangplank to
actually get on board the ship.



Look, hanging out of your pocket!
That's almost like a signal to
thieves saying "steal me."

Just as you're about to board, however,
the sailor will stop you. He notices
something hanging out of your back
pocket. It's a note from Lilly!



After you finish reading the note, you'll
hop on board the ship and it will depart
for the new world. Just sit back and watch
the sequence unfold.

Chapter 6: ON BOARD THE SHIP



Surprise, Surprise — Sue didn't listen and decided to follow you to the New World. Since she was a stowaway on the ship, the crew wants to throw her overboard. Can you save her?



As a passenger on the ship, you have free reign. Roam around and talk to whomever you wish.



Head over to the passenger lounge on the first-class deck and you'll start hearing people talk about a girl with a ribbon in her hair.



Go to the second-class cabin (where you're staying) and talk with everyone there. You'll also find a merchant in the second-class cabin.



After you've finished in second-class, go up to the first deck. You'll run into Puffy. The strange thing is... Puffy shouldn't be here.



Follow Puffy up the stairs to the main deck.



It turns out that Sue has followed you on board.



There is only one minor problem. Sue is a stowaway and the crew is getting ready to toss her overboard.



The only way to save Sue is to sign on as a sailor with the ship. Since you really have no other choice, agree to become a sailor in order to save Sue's life.



The next morning, your first assignment is to swab the deck.



The job isn't nearly as bad as it sounds. In fact, the mini-game can be fun. You can repeat this mini-game as long as you like. If you can finish swabbing the deck in less than 25 seconds, you will get a reward from your boss. When you are done, return to the crew quarters.



The next morning, your boss will ask if you're ready for more work. Answer in the affirmative.



Go back to the main deck and start swabbing again. After you finish, the sailor in charge will reprimand you, telling you that an important guest is coming on board and the ship must be in tip-top shape.



On your way back to your quarters, you'll run into someone cleaning a light. He tells you that the upcoming guest is an adventurer. Because the guest is due the next morning, you should return to your quarters and sleep.



In the early morning, the steamer will flash a signal and the surprise guest will come on board.



As is typical of a young lad, you will oversleep the morning of the surprise guest. Sue, however, will get you out of bed and make sure you are ready to meet the new guest. Head to the deck to meet the surprise guest. Unfortunately, you've missed the big arrival...



BUT you will still get to meet Feena, the greatest adventurer in the New World. Sue is thrilled that the adventurer is a girl... You're a bit dumbfounded.



Say, Feena,
tell us something about you!
No fair just talking about us.

As the ship continues its journey, Feena becomes good friends with you and Sue.



I don't like that wind
and suddenly the
seagulls...

Talk with Feena. After you've chosen every option, the wind will pick up, the seagulls will leave and the skies will darken. We've got a bad feeling about this...



Feena will tell you to return to your quarters and she will run off to speak with the captain. Of course, a good adventurer would never turn tail and hide if something exciting is looming. Follow Feena to the bridge.



But, Feena... that bad
premonition of yours... could
it be the legendary Ghost Ship...

On the bridge, we learn that the mysterious weather is caused by the appearance of a legendary Ghost Ship. The captain and crew fear for their lives, but you can feel the adrenaline flowing. Ignore Sue's advice to return to your quarters. You need to be around for the Ghost Ship.



Head down to the deck. You'll see a short FMV of the Ghost Ship approaching.



Don't worry, Feena!
We'll go with you!

After the ship appears, Feena will attempt to recruit crewmembers to help explore the ship. None of them dare set foot on the Ghost Ship. Offer to join her.



If I don't go, who'll go?
I'm worried about you, Feena.
No fair hogging all the adventure!

At first, Feena will turn you down. You must be persistent and keep telling her that you will accompany her. Feena will continue to refuse your offer. Finally, you will decide to explore the Ghost Ship yourself.



OK, OK, Justin.
let's go together!!

Once you say you're going over alone, Feena will have a change of heart. The three of you will cross over to the Ghost Ship together.



Now that Feena is in your party, you must climb the rope to the eagle's nest. From here, walk along the extended crane arm until you reach the Ghost Ship.

Chapter 7: THE GHOST SHIP



Before you can get to the New World, you have to fend off an attack from a Ghost Ship. This is your first adventure with your new friend, Feena.



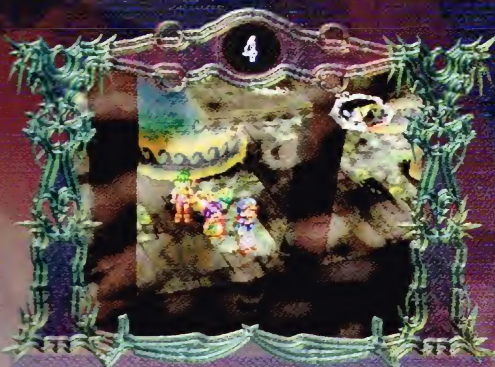
Jump off the rope to reach the deck of the Ghost Ship. Feena remains cautious about the whole situation.



Explore the deck of the ship until you reach a broken porthole. Follow Feena down below deck.



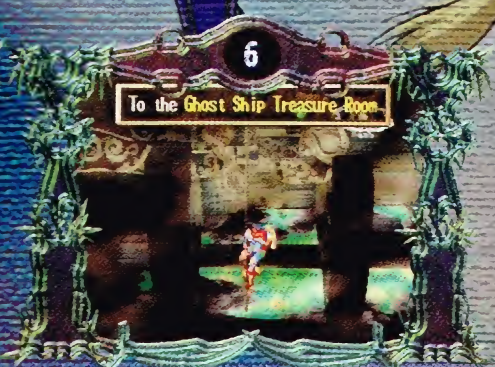
You'll emerge near a save/restore point. Do what you need to do and then let's get on with the adventure. Now is a great time for a bathroom break.



Exit this room and enter the ship's hold. In the hold, you'll find treasure and Ghostoids! Collect the treasure and fight off the Ghostoids. Now is a good time to experiment with Feena's fire magic.



Search the hold until Feena finds a hole in the floor. Take the hole to the bottom of the ship.



Once at the bottom of the ship, you can collect more treasure and fight more opponents. After the ship bottom is cleared, take the rope up to the treasure room.



in the treasure room, there are three doors leading back to the hold. Facing the doors, you want to take the rightmost one. Go through it, back to the hold.



Climb down the rope to reach the center platform. Once there, cross the rope bridge to the hole in the wall. Go through the hole. This will put you on the lower deck of the Ghost Ship.



in the center of the lower deck is a set of stairs. These lead to the mid-deck. Go there.



At the far end of the mid-deck there is a treasure chest with a Pirate Hat inside. Take the Hat and then take the ladder to the hall.



in the hall, you will find a save/restore point, as well as more treasure. Save your game, restore your health and then exit through the ornate door surrounded by fish statues. This is the entrance to the Captain's Cabin.



Explore the cabin until you find the ship's log. The log will speak of a monster attacking the ship.



Suddenly, the Squid King will appear! You'll have to fight for your lives. Because the Squid King is the first multi-part boss, he's a bit more difficult than what you've faced so far. Concentrate on taking him out piece by piece. Don't forget to use recover potions to keep your health up.



The battle is over. You'll receive your first Mana Egg for defeating the Squid King. The egg can be traded for magic at a weapons shop. Unfortunately, you aren't out of danger quite yet. The battle has damaged the ship and it is about to sink. The only thing to do is RUN AWAY!



Leave the Captain's Cabin and return to the hall. At the opposite end of the hall is a locked door. You won't be able to open it, but Feena can. Once the door is open run for the deck. Feena will throw a rope to the Steamer. Grab hold and hang on for dear life as the Ghost Ship sinks around you.



16

I'm so glad!
Everyone was so worried.
We're so glad you got back safely!!

Safely back aboard the steamer, you receive the thanks and appreciation of the crew. The ship is nearing New Parm, so this part of your journey is almost over. After the discussion is over, you will return to your quarters.



17

Isn't scrubbing the deck fun?
C'mon, off to the deck.

Back in your quarters, talk to your boss and save the game. Then, go to sleep for the night. The next morning you'll be assigned deck duty again. Head to the deck to start swabbing.



18

So, it's Justin and Sue.
Come to scrub the decks?

Before you make it to the deck, though, you'll be stopped by one of the crew. The ship has reached the New World, Elencia. It is almost time to leave the ship and continue on with your adventure.



19

In a scene reminiscent of that "big blockbuster movie with the boat," you and Sue make your way to the bow of the ship to watch the landscape roll in. While you're hanging out up front, Feena will stop by to talk with you.



20

Wow, I still have to say good-bye.
MS! Ready to go!

So you too,
are you ready to go ashore?

After chatting with Feena, she'll ask if you want to go ashore. Answer YES and you will disembark for the New World.

Chapter 8: NEW PARM



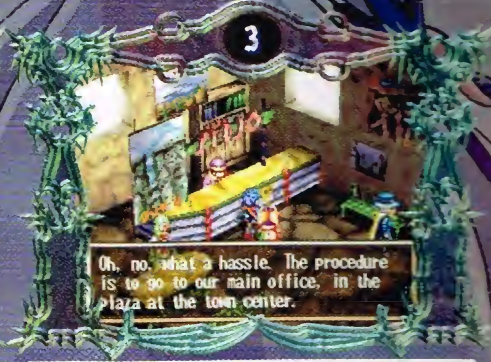
You've landed on the shores of the New World. This continent is unlike any you've seen before. You'll meet new people and discover new lands. You'll also find some spiffy new weapons.



Once you land ashore, Feena will part ways with you — temporarily. You need to go to the Adventurer's Society, but Feena doesn't want to go. She claims to have her own reasons. She'll invite you to stop by her house and visit her later.



Head to the Northwest corner of the Port of New Parm. The Adventurer's Society has an info desk here. Go inside.



Talk to the man behind the desk and he will tell you where to find the Adventurer's Society main office.



Go to New Parm and find the Adventurer's Society main office.



inside the main office, you'll find the receptionist. Talk with her and she'll refer you to the president of the Society. You may need to chat with her more than once before she refers you to the president.



You won't be able to enter the office without a password! Return to the receptionist and she will give you the password.



I'm Mr. Pakon, President of the Adventurers Society. uh-yup yup! You need my help with somethin'?

It seems that Mr. Gauss is no longer the president of the Society. Mr. Pakon is now in charge and he is a bit on the weird side. Pakon refuses to honor the letter from Lilly. Pakon also has a huge crush on Feena. it's no wonder she didn't want to come to the Society office with you.



Since the meeting with Pakon went nowhere, Sue suggests you head for Feena's house. i suggest that you follow Sue's advice. Leave town and go to Merrill Road.



Fight your way down Merrill Road until you arrive at Feena's house. A Mana Egg is hidden in Merrill Road. Look around for it.



Sue, don't go around touching stuff. Feena might get mad at you.

Feena isn't home when you arrive. Look around the house until Sue spots the pink panties.



Who? Me? but I've got adventures. SUE!! TA!! OK, I GUESS SO.

Oh, I guess so. But I wouldn't ever be lonely if you lived here too, Justin.

At this point, Feena will arrive and there will be some embarrassment, but all is well. The three of you will sit down for a nice dinner. During dinner, Feena starts putting the moves on you.



How did you get your New World map? Are you ensased to Pakon? Won't you go on an adventure with us?

Ask Feena each of the three questions. invite her to go exploring with you. She'll thank you for the offer, but decline due to the rules of the Adventurer's Society.



Once you and I are married, Feena, we can wash our underwear together as a couple, uh-yup yup yup!

Someone appears outside Feena's house and starts calling to her. It is Pakon! He threatens to take away Feena's Adventurer's Pass if she doesn't marry him.



Oh... did that... say Chang beat me up?

Feena tells Pakon that you are her fiancé, in order to get him to leave. Unfortunately, Pakon won't take no for an answer. He calls out his bodyguard, Chang. Chang catches you by surprise and knocks you out.



I've got it, Sue! We're going to go save Feena! I won't let Pakon have his way!

While you were out cold, Pakon took Feena to get married. You must return to New Parm and stop the wedding!



Back in New Farm, you'll find that the Church doors have been locked, to prevent you from coming in.



No matter, though, because someone forgot to lock the storeroom! There's a secret passage here. A Mana Egg is hidden in the passage.



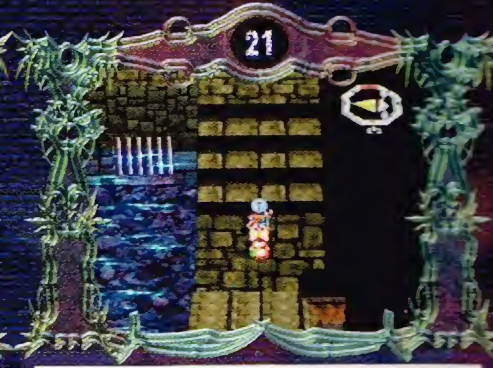
Go North through the first section of the passage. Go through the tunnel.



On the other side of the tunnel you will run across a flooded passageway.



Backtrack slightly to the South and you will find a dam gate. Open it.



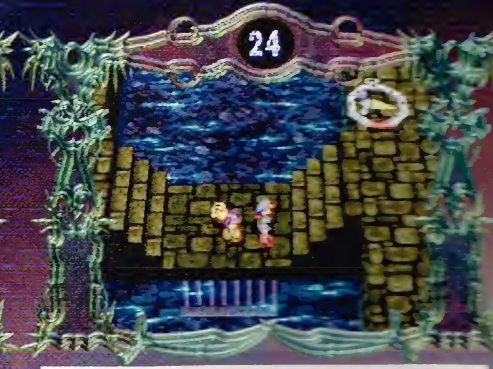
Head North again and you will find that the flooded section is now clear. Exit this section through the West tunnel.



Head South and you will find another flooded area.



Continue South past the flooded area and you will find another dam gate. Open it.



Backtrack to the North and you will find the section is no longer flooded. Cross it going to the West.



Continue travelling South after you have crossed over to the other side. Exit this section through the Southern tunnel.



You are now in a room with a large flooded center area. Make your way around the perimeter, going counter clockwise.



You will eventually reach a tunnel on the East side of the room. Go through it.



This is the first room you entered when going underground. The difference is that you are now on the other side of the water and you can open this dam gate. Do it.



Now head West through the tunnel.



Back in the large room, you'll see that the water has been drained from the center area. You can no go down the stairs and explore.



In the Northwest corner of the now drained area is another tunnel. Take it and head North.



Go up the stairs and follow the passageway. You will find a set of stairs that look like they go nowhere. They lead to the church. Take them. Going up!



You are now behind the church walls. Activate the exclamation mark to break through the wall into the church.



Go through the wall and you will end up in a back room. There is a save/recover point here. Use it if need be.



The door on the West side of the room cannot be opened. You have to climb the boxes and exit to the North.



You'll find yourself in the rafters of the church. The ceremony has already begun!



The only thing to do is break it up! You and Sue have to jump in and prevent the ceremony from finishing.



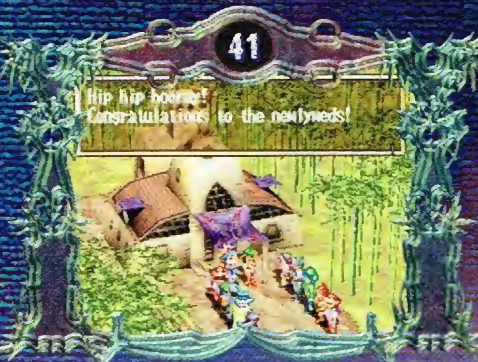
Pakon just doesn't want to take no for an answer. He'll call out Chang again, but this time you're ready for him. As long as you have a few healing items handy, the battle with Chang should be easy. If you have Earth magic, cast a defensive spell on your party.



With Chang defeated, Pakon doesn't stand a chance. He'll try to threaten Feena one last time by withholding her Adventurer's Pass.



It looks as if Feena is about to go back to Pakon, for the sake of the Pass, but she doesn't. Instead, she tells Pakon to get lost and she leaves the church with you and Sue.



Outside the church, the town has been waiting to celebrate. They really don't seem to care that Pakon is nowhere to be found. They just want an excuse to party.



After leaving the church, return to Feena's house, where you can rest up and prepare for your adventure.



The next morning, when you wake up, Feena is nowhere to be found. Head outside and look for her.



This wind starts in the mountains over there, and it carries the birds' calls and the scent of the forest.

You'll find Feena outside, enjoying the morning and looking forward to adventures with you.



We cannot proceed with Operation Yggdrassil until you do. Find it, Mullen, and find it soon.

The story then switches to General Baal and Mullen. It seems that they cannot find the last Spirit Stone. None of them realize that you have the stone they are searching for.



It is time to leave, for the Dom Ruins. Before you leave save your game.



Now that you've saved, head for the Range Mountains. You're on your way to the Dom Ruins.

Chapter 9: DOM RUINS



This is a fairly standard adventure chapter. You have to find some Ruins, catch up on the story and kill some monsters – not terribly hard. Have fun with it, it is a good time to level up some of that magic.



Like most of the roads you will travel in the game, the path through the Rangle Mountains is fairly straightforward. Just follow the compass indicator and you should be fine. There is one Mana Egg hidden in the West Rangle Mountains.



If you avoid fighting, crossing the West Rangle Mountains should take less than two minutes. You'll want to cross over into the East Rangle Mountains. Another Mana Egg is hidden in the East Rangles.



Once you reach the East Rangle Mountains, Feena will suggest setting up camp. There is a save/recover point here as well. Go ahead and have a dinner discussion.



You know, we saw several female soldiers at the Sult Ruins. I wonder if she was one of them.

Feena tells you and Sue that her older sister joined the Garlyle military about two years ago. Is her sister one of the girls you saw at the Sult Ruins? For now, we'll just let that question remain unanswered.



When you're done with the conversation, click on Justin and everyone will go to sleep. When you awaken in the morning, Feena is already up. Feena will show you and Sue the Misty Forest and the End of the World on the horizon.



Oh wow! That huge wall is the End of the World?

You are amazed by the size of the massive wall, but remain unconvinced that it "really" is the End of the World.



Make sure your party is at full health (use the save/recover point if need be) and then continue on your way to the Dom Ruins.



Crossing through the East Rangle Mountains is almost as easy as crossing through the West Rangle Mountains. Once again, if you avoid fighting, the journey should take less than two minutes of your time. Once you've made it through the mountains, the Dom Ruins will be selectable on the world map.



You'll begin your journey in the Mysterious Forest. Simply follow the compass indicator and you'll be at the Ruins in no time.



At the Ruins, Feena will urge caution, but the three of you will push ahead.



Keep moving East through the Ruins. As you explore the Ruins, watch out for traps such as the sliding rock heads.



When you get to the first intersection, turn to the South.



Follow this path until you enter the interior of the Ruins. A Mana Egg is hidden in the second section of the Dom Ruins.



Inside the Ruins, just take the hallway until you reach a door. You will need to avoid a series of the sliding rock heads. When you reach the door, open it, and go outside to the cliff face. You will find a vine here. Climb it. And re-enter the Ruins on the upper level.



When you reach a room with a switch in it, pull the switch. This activates an elevator that will move you down a floor.



Exit the elevator room to the Southwest.



Follow this path until you reach a room with a lever in it. This lever will open the floor when pulled. This is a great way to "dump" enemies out of the way.



Leave this room via the West exit and then follow the path to the South.



Eventually, you'll end up back out on the cliffs. This time there will be a bridge there but, if you try to cross it, it will crumble. You'll end up on a ledge on the same side of the cliffs.



Go back inside and you will find a save/recover point.



if you follow the North passageway, you will come to a ledge. Do NOT jump off here. if you do, you will be back down in the first hallway of the Ruins and will have to retrace all of your steps.



Instead, leave the save/recover point going to the West. This will lead you to another room with a switch.



Pull the switch and the room will raise a floor. Follow the patch to the cliff and then step on the colored plate.



Stepping on the plate will trigger one half of a stone bridge. Now, retrace your steps back to the elevator room. Throw the switch again to go back down a floor.



Exit the elevator room to the East and follow the path out to the cliff. Here, you will find another colored plate. Step on it to extend this half of the bridge. With both halves extended, you can cross to the other side.



The second section of the Dom Ruins is much brighter than the first, but not much more difficult. Follow the hallway into the Ruins.



When the path forks, follow the East branch in. The West branch leads to a dead end on the cliff.



The path you followed will also lead back out to the cliff, but this path has a vine which you can climb. Climb down to the lower ledge and reenter the Ruins.



Eventually, the path will lead to a room with four exits. Take the exit to the Southwest. If you exit to the West, you will end up at an earlier section of the Ruins and be forced to back track. The East exit is a dead end.



Follow this path to another elevator room. Throw the switch and you will go down one level.



Exit the elevator room and you will find a save/recover point. Restore your health here.



Behind the door is the boss Ganymede! Go through the door and prepare for battle.

Ganymede was protecting the treasure of the Ruins, the Room of Illusion.



The Room of Illusion here is just like the one back at the Sult Ruins. Touch the center sphere and Liete will reappear to you and explain more of the mysteries of Alent.



Liete will tell you that there is no "End of the World." She tells you to travel East if you want to get to Alent.



Once you finish talking with Liete, make your way back out of the Ruins. At this point, everything should be dead, so it is a simple matter of retracing your steps until you make it outside.

Chapter 10: THE MYSTERIOUS BOY



You'll meet a new character in this chapter. You'll also learn a new language. There are a few, nasty boss fights in here, so don't forget to save regularly and save often.



1
Leave the Ruins and make your way back to New Parm to prepare for the journey. On your way back, however, you'll run into an injured boy.

2
Not knowing what to do, you take the boy back to Feena's place. As soon as you leave, though, the Garlyle military comes through looking for the injured boy.

3
Back at Feena's place, the boy is resting, but still quite ill. You must go into the mountains to search for a special Sulfa Weed to cure the boy.



4
The weed is in the mountains behind Feena's house. You'll need to break down the fence to get there.

5
As you explore the mountain area, keep an eye out for a red weed. You will find plenty of white weeds, but the boy doesn't need those. Hang on to the white Sulfa Weeds though, because you can use them to recover health.

6
After a few minutes of searching, you will find the red weed.



Well, the fever is down.
That's a relief for now, anyway.

Once you have the red weed, return to Feena's house.



There he is!

The next morning, the boy has made an amazing recovery. You awake to find him outside playing a flute.



だーいさ
2002 101 0401!!
だーいさ

Try to talk with the boy, but you won't be able to understand him. He is speaking in a foreign tongue.



I've finally found you!
You little beast...
trying to give us a hard time!

As you attempt communication with the boy, the Garlyle military surrounds you! They're being led by Nana, Saki and Mio, the three girls from the Sult Ruins.



Since you are surrounded, you have no choice but to give up. The Garlyle Forces will take you back to their base.



Drat!
Let's get out of here!

Trapped in jail, the situation seems hopeless...



Hm...
What's this...?

Examine your cell and you will find a Pipe on the floor. Take it.



Ugh!!

Sue will pretend to be sick to lure in the guard. When he opens the cell door, whack him upside the head.



Exit this room to the lower right. There is a door here, you just can't see it from this angle.



Feena is trapped in this cell, but you can't open the door without a key.



Move on to the next room, and you'll find a guard with his back to the door. Whack him and take his key.



Apparently, you made too much noise because, when you attempt to leave the guard's room with the key, you'll find a whole regiment waiting for you.



Back in your cell, all seems hopeless once again. Leen will enter your cell and talk to you.



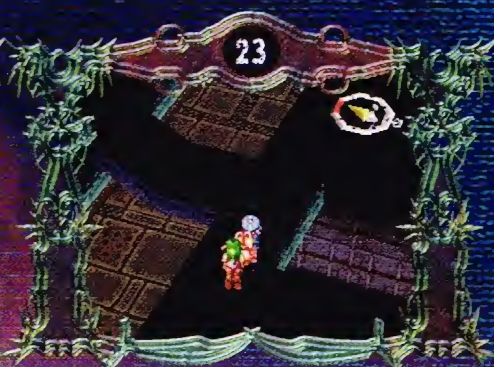
Leen will threaten you with death and then leave. Strangely enough though, she "drops" the Jail Key on her way out.



Return to Feena's cell to free Feena and Sue.



Leave the jail area and head to the barracks. You need to find the boy before you can leave. This is a good place to save your game.



Explore the base via the ventilation ducts. You will be able to move without being seen this way.



As you move through the ducts, keep going North. You can stop off at the grates to eavesdrop on the base soldiers.



Eventually, the ventilation ducts will take you to a warehouse. As you emerge, you will hear the strange language of the boy.



The boy is trapped in a cage and Mullen is talking with him! It seems that Mullen speaks the boy's language.



Since you cannot jump off the catwalk (it must be too high), you need to follow it around the perimeter of the room.



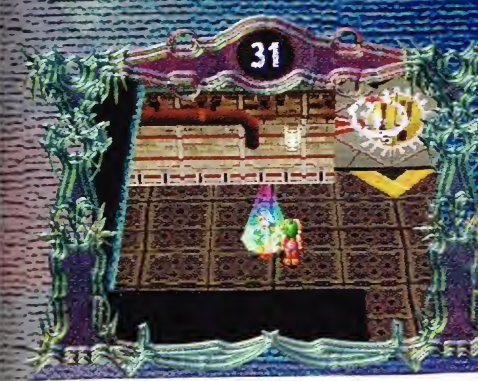
You need to reenter the ventilation ducts on the far side of the room.



The ventilation ducts will open into a room with a locked door. The door is protected by a code key.



Enter the following code to open the door: right, right, left, left, down, up, down, up.



The next room has a save/recover point. Use it and press onward!



You will find yourself in the room with the boy. But his cage has no doors. How do you open it?



Explore around the room and you will find a Cinch with a chain on it. Activate the Cinch and it will raise the cage.



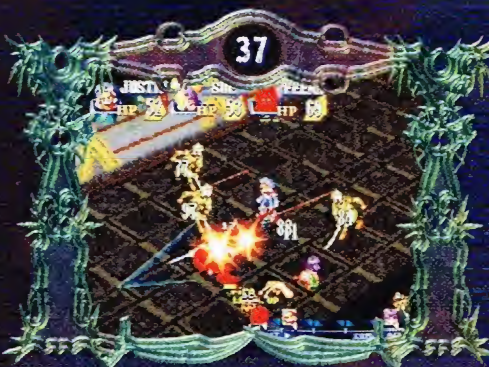
Now, talk to the boy and he will offer each of you a Nut. Take the Nuts and eat them.



The Nuts taste TERRIBLE, but they have a powerful effect. You can now understand the boy's language.



Now that the boy is free, you learn that his name is Rem. And, while i'm sure you would just love to stay and chat, remember you are in a Garlyle base. You need to escape.



On your way out of the base, you'll encounter Saki and her guards. She'll try to stop you.



Defeat Saki and you'll earn the Master Key. You need the key to escape the base. Take out her guards before attacking Saki directly.



After the battle with Saki, follow the passageway to the South. Keep going and you'll encounter Nana. She'll make fun of Saki for letting you go and then try to stop you herself. Nana is pretty much the same as Saki - no worries here.



With Nana down, you've got one less obstacle in your way. Continue up the stairs into the main section of the base.



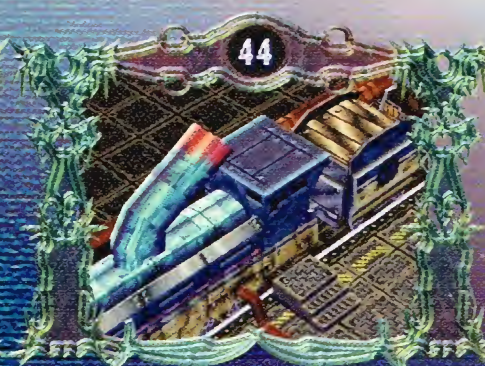
The base alarm has sounded! Follow the compass pointer to make your way out, but you'll be intercepted by Mio and her guards. Take them out. Like, Saki and Nana, take out the guards before going up against Mio.



Once Mio is down, you would be wise to save your game before continuing.



Go East and you'll end up at the military train station.



Sneak onto the train and steal it.



If the escape seemed too easy, well it was. It turns out Mullen LET you escape with the boy. He wants to tail you and the boy back to the boy's village.



At this point, the camera will fade out and the story continues on the train the next day.



After some interaction with Feena, you will head back to talk with Rem. He'll tell you about the End of the World and about his village.



Suddenly, there is a crashing noise! The Garlyle forces have found you!



Head toward the front of the train.



You'll have to fight Garlyle soldiers as you make your way along the train.



These soldiers just won't give up. Be aware; The soldiers get stronger as you get closer to the front of the train.



Check each train car for items. You never know what you'll find hiding in the seats.



Great! The soldiers haven't made it to the engine room yet. Finally, you've made it to the front of the train. You'll be safe from the soldiers here for now. Problem is, there's no way to escape.



Ooooookaay! Take this, you guys!! Here come the brakes... in a fit of brilliance, you realize what needs to be done. (OK maybe you realized it because you read it here in the guide). Go over to the Brake Switch and grab it.



Feena! Sue!! Release the link between the cars! instead of engaging the brakes, you'll snap the lever. At this point, the troops will come running in and threaten you with death, but you've got another plan. Feena and Sue will separate the cars as you leave the engine room.



Ah ha ha ha! How refreshins! And, hey, did you see the expressions on their faces?! With no brakes, the engine will speed away with the troops on board, as you and the gang coast to safety in the forest.



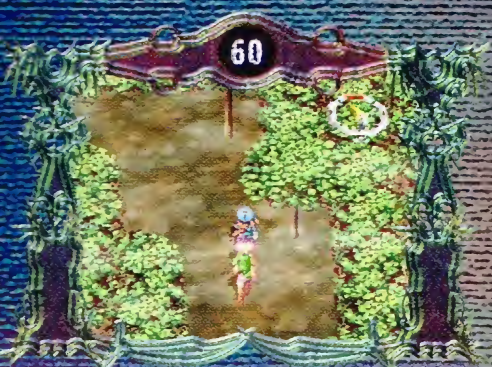
Hm... from here, it's not far at all to Luc Village! Let's go there! Whatcha say? Now that you're free of the Garlyle threat, Rem will invite you to Luc Village, his home.



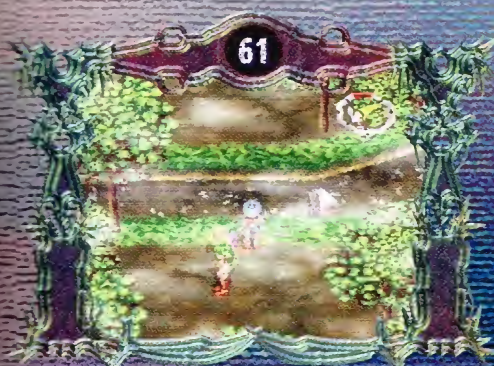
Heh heh. Hey, it's OK! Us Luc Mountain folk, we never get lost in the mist! Watch this! When you first try to enter the forest, the mist is too thick. You can't see a thing. Don't worry though, Rem knows what's up. He'll take care of the mist for you.



Now that the way is "clear", you'll find a save/recover point right by the train. Take care of business and then continue North to the village.



As you wind your way through the forest, keep an eye on the compass. It will point you in the right direction.



When you reach the river, you won't be able to cross at first. Walk along the shore until you see a rock with a treasure on it in the water. You can cross to the rock, take the treasure, and continue along on the other side of the river.



After a minute or so of wandering through the forest, you'll find the entrance to Luc Village. Rem will be waiting for you outside the gate.



Rem tells you that the village Chief wants to talk to you. Go to the Chief's house. It is on the East side of the village.



I am the Chief of Luc Village. I heard that you rescued Rem. On behalf of the village, I would like to thank you.

The Chief will thank you for rescuing Rem.



So that's it? In that case, tell us how we can get this blessing. What do you say, Chief?

Although the Chief is grateful for what you have done, he says you cannot stay in the village unless you receive the blessing of the God of Light.



Go to the mountain's peak and take the bottle of nectar in front of the statue of the God of Light.

In order to receive the blessing of the God of Light, you must retrieve the Sacred Nectar from the peak of the mountain.



Leave the Chief's house, top by the weapons store and make sure you're fully equipped.



You see, his tail is really all white, but the girls think white tails are ugly. So the Village Chief, he

if you chat with the folks around town, you'll hear some interesting gossip. The man under the bridge will tell you that the Chief dyes his tail to impress the ladies.



When you are ready to retrieve the Nectar, head for the large gate, near the save/recover point.



There really isn't much to this mini-quest. Just follow the path up the left hand side of the mountain.



Along the way, you'll run into a few enemies, but they shouldn't be very difficult.



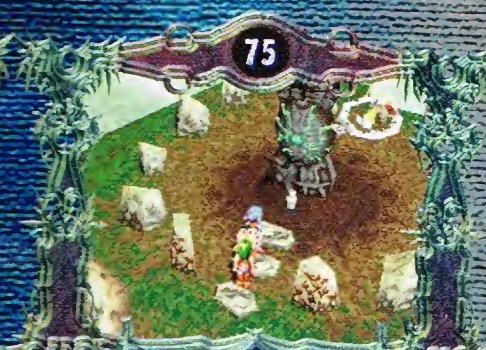
Reaching the peak should take you no more than five minutes. If you get lost, just remember; go left and go up. Constantly go up.



Don't miss this treasure cache near the peak. It is just off to the side of the path.



Closer still to the peak is another treasure cache. Don't forget to get the goodies.



Finally, you've made it to the peak. Take the Nectar Jar.



Now, make your way back down the mountain and to the village.



In the village, return to the Chief's house.



Because you returned with the Nectar, you are now regarded as "one of the village members," but the Chief does not want to give you a Mist-Clearing Nut. He regards them as too valuable.



The Chief will tell you a legend about the End of the World. After the story, head over to Rem's house and rest for the night. Rem's house is in the center of the village, near the fire.



Rem's mother will offer you dinner and a place to stay for the night. Accept her offer.



Strangely enough, you'll eat dinner alone. Rem and his parents are not around. Use this time to discuss plans with Feena and Sue.



Just when you thought you were clear of Mullen and Leen, the two make a reappearance. It seems they've discovered the location of the village!



The sound of the Garlyle airships wakes the village. Go out and investigate.



The Garlyle Forces are after the village's idol. It is up to you to protect the village.



You need to climb back up to the top of the mountain once again. This time, though, there are soldiers that will attempt to block your path.



After you've defeated five groups of guards, you'll be able to continue on your way up the mountain.



At the peak, you'll find Leen and the statue. She's already connected a series of chains to the statue and it is being taken away by an airship!



When you try to stop her, she'll turn around. For some reason Leen is quite surprised to see Feena.



It turns out that Leen and Feena are SISTERS.



Leen will start to fly off with the statue, but you aren't about to let her get away that easily. In a move of desperation, you jump to the statue.



Unfortunately, it is all for naught. Your Spirit Stone will begin to glow and the statue will break, dropping you onto the ground. Leen reports back to Mullen that you have a Spirit Stone.



Back on the ground, Feena and Sue run up to check on you. You survived the fall, but the statue is toast.



Even though the statue was damaged, the village is grateful for your help. The Chief will give you a Mist-Clearing Nut so you can be on your way.



Make your way back down the mountain (again).



Save your game, restore your health and stock up on items in Luc Village before heading out.



Make sure you leave the village through the back gate. You want to end up in the East Misty Forest. If you go back out the way you came in, you will just hit a dead end. Next stop - The End of the World.

Chapter 11: THE END OF THE WORLD



Finally, you're nearing the End of the World... Or is it? The End of the World is a big, mysterious wall that no one has ever crossed over. You are determined to be the first — not too many enemies here.



When you first enter the East Misty Forest, you won't be able to see anything.



Use the Mist-Clearing nut that the village chief gave you to clear your way.



Simply travel due East to make it through the first section of the forest.



In the second section of the forest, the path will twist a bit more. Keep following it to a river. Cross at the rock.



After you cross the river, Feena will suggest camping for the night.



Talk with Feena and Sue over dinner before retiring for the night.



The next morning, you'll wake up next to a save/recover point. Now might be a good time to save, if you haven't already.



East of the save point, the road will branch North and East. If you take the East path, you will come to an dead end. You want to take the North path to the illusion lake.



Cross the lake and head West, until you reach a crossing. Head to the North. Continue onward to the third section of the forest.



Continue going North until the road splits again. This time, turn to the East.



Keep going East until you find a path that goes South. Take it.



You'll come to another river with a stone in it. Cross here.



Follow this path to the third section of the forest.



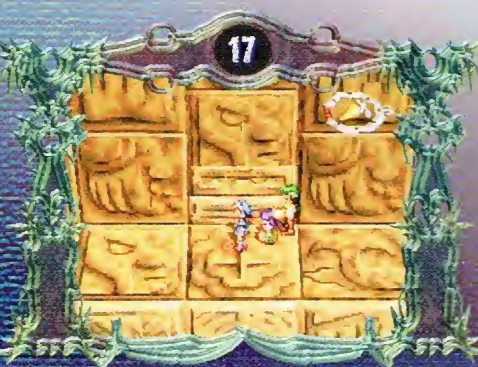
Keep moving to the East and you will eventually make your way to a save/recover point. Save your game and then climb the hill just past the save point.



It's the End of the World! You're here. WOW is that wall big!



Moving up the End of the World is simple — just keep going up. Watch out for traps and enemies along the way. Don't worry about getting lost, though.



Take the exclamation point to the second section of the End of the World.



To get through the second section, simply head left at every turn until you hit a dead end. If you hit a dead end, adventure to the right.



Take the exclamation point to the third section of the End of the World.



Head up the stairs to the right and you will find a save/recover point. Feena will want to camp here for the night.



In the morning, continue your adventure by taking the path to the right. You'll find a switch in the wall. Hit it to activate an elevator block.



When you reach the blocked path, hit the nearby switch. This will raise the block and allow you to pass.



Just past the block, you'll reach a set of moving stairs. You can lock the stairs in the "up" position by hitting the block switch a second time.



Eventually, you'll make it to the fourth section.



At this level, the clouds are starting to pass by. You'll also face an unbeatable enemy here, a stone golem. You can't kill him yourself, but allow him to follow you to the right. He'll walk under a loose block and get knocked off the wall.



Touch the clay bird to make it fly away. Once it is gone, press the switch it was sitting on.



Suddenly it returns to attack! Don't worry, though, the bird is easy to defeat.



Once the clay bird is toast, an exclamation point will appear, showing the way to the fifth section.



You'll run into a few small enemies here. Nothing much to worry about.



Onward and upward! Remember; if you find a switch, hit it!



The magic exclamation point will appear once more, leading the way to the sixth level.



Sue's tired and wants to camp out.



Chatting over dinner, both Sue and Feena reveal that they are getting tired of climbing. It is up to you to keep their spirits up.



Save your game and then hit the switch to continue up the wall.



Another exclamation point, and another section. You're on number seven now. Will the wall ever end?



If you head left at the beginning of section seven, you'll encounter some stairs that will not let you pass. Instead, head to the elevator block on the right.



You'll encounter two switches at what looks like a dead end. Hit both switches and then backtrack to the right.



You can now climb the stairway that would not let you pass when you first entered this section.



Just before the exit to section eight, you'll run into a trap! Defeat the monsters and you'll be free to move on.



Sneak by these mechanical claws in order to make it to section nine.



There are three birds guarding a switch. You have no choice but to fight them.



Once you've disposed of the birds, hit the switch to move on.



Although you've made it to section ten, Sue doesn't want to go on. She's convinced there is no top and wants to go back. Even you are beginning to have doubts.



The next morning, you have the first sign of hope. Rays of the sun are shining on you. This means you must be near the top.



Climb up the stairway and you'll reach the top of the "End of the World." Sit back, and watch a beautiful sunrise. This part of the journey is almost over.



While exploring the top of the wall, you'll encounter a mysterious piece of machinery. Suddenly, flying claws will grab you, Feena and Sue and throw you over the side!

Chapter 12: GADWIN, THE KNIGHT OF NIGHT



After a short misunderstanding with Gadwin (i.e. you'll fight and he'll wipe the floor with you), you'll settle your differences and he'll join your party. incidentally, this is the only fight in the game that you can't win.



You'll wake up on the ground with Feena by your side. Sue is nowhere to be found. A giant leaf broke your fall and prevented you from going SPLAT!



Now that you're on the other side of the End of the World, it would be a good idea to save your game at the save/recover point. Once you've done this, head out and start looking for Sue.



As you explore this strange, new land (the Valley of the Flying Dragon), keep an eye on the compass. it won't steer you wrong. You'll find a Mana Egg in sections 3 and 4 of the valley.



Keep moving to the East and you'll make it to the second section of the valley. You're on the right track.



You'll find Sue's shoe lying on the ground. Sue, however, is nowhere to be found.



Keep pushing forward. Eventually, you'll run into Puffy.



Puffpuff!!
Puff! Puffpufffff!!

Follow Puffy out of the valley. Puffy will lead you to a house in a clearing.



Huh? You and Sue in a duel? Well, how about that? I'll be glad to take you on. I am Gadwin, Knight of Dight!

Thinking that something terrible has happened to Sue, you challenge a Knight by the name of Gadwin to a duel. Needless to say, this is a foolish move. No matter what you do, you cannot hurt Gadwin.



Wah... how'd I get here?! He's not making stew out of... us?!

Gadwin will knock you out with a crushing blow, but the game won't be over. You'll wake up surrounded by Feena, Sue and Puffy.



I'm sorry, Gadwin. I jumped to conclusions about you. Thanks for helping Sue.

You'll meet Dr. Alma, who has been taking care of Sue. You'll also get formally introduced to Gadwin, who will invite you for dinner.



Mah ha ha ha. OK, no big deal! Everyone makes mistakes, right?

Chat with Gadwin to learn more about this strange, new world.



In the morning, Gadwin will travel with you to Dight Village. Before you can travel anywhere, though, you must remove the rock blocking your path.



Once you enter the fourth section of the valley, you'll find another rock blocking your path. Destroy it.



Finally, after fighting a number of monsters, you will reach Dight village.



Huh? The sky sure does look strange. Looks like a rainstorm is coming.

Gadwin will leave you at the entrance to Dight. It seems he is worried about a coming rainstorm. Gadwin goes off to talk to the town elder.



You should take your group to the Dight inn, to meet a fellow by the name of Guido.



Guido is a traveling salesman, and he seems to know a lot about you. Thing is, he won't say much — only that you need to keep traveling.



When you are done chatting with Guido, go talk with the inn-keeper. Save your game and stay the night.



Gadwin will meet you back at the inn in the morning. He spent most of the night talking with the village elder about the coming rain.



When Gadwin realizes that it is raining outside, he rushes out of the building. Follow him outside.



Follow Gadwin back to meet with the village elder.



According to prophecy, the rain will soon turn red, and start killing off the village. The only way to prevent the death and destruction is to adventure to Typhoon Tower and retrieve a Sacred Relic — the Spear of Heroes.



Leave Dight Village and travel to Mt. Typhoon.



As you travel up Mt. Typhoon, stay away from the green water. It will hurt you.



At the peak of Mt. Typhoon, the rain will intensify. Gadwin urges you to hurry onward before the rain becomes deadly.



The entrance to Typhoon Tower; this is where you need to be, so you might as well go inside.



Inside the entrance is a save/recover point. Do what you need to do.



From the save/recover point, you want to take the path to the Northeast. Avoid the red switches on the floor. These will call out enemies if hit.



Turn to the North and you should come to a room with a red switch and a purple switch. Hit the purple switch.



The purple switch will cause a stairway to form. Take the stairs up.



Here, you will find two more purple switches. Hit both of them.



One of the switches will activate a bridge. Cross it.



On the other side of the bridge you'll find another purple switch. You can press this one if you like, but you don't need to. Continue on until you reach a set of stairs.



Go down one set and then back up the other set. Continue adventuring to the North.



Follow the path until you reach a room with a hole in the floor. Grab onto the rope and climb down.



In this room, you will find a green switch. Press it to activate another set of stairs. Climb up to the next level.



You are now in a room with a purple switch set into a stone block. Press the switch. This will cause a red bridge to swing into position.



Now, backtrack your steps to the start area. This time, take the North path from the entrance. You'll come across some dull green stairs. Stay off of the dark green areas. They are steep and will cause you to slide off the path.



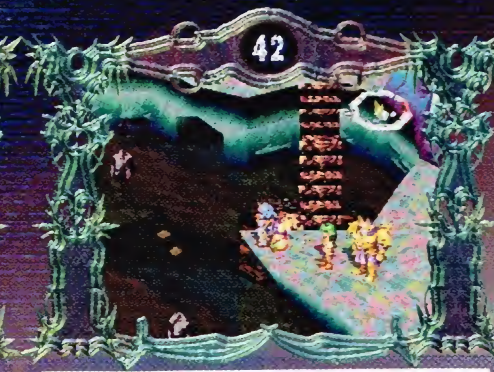
Follow this path as it curves to the West, until you reach a ledge with a rope. Climb the rope to reach the ledge.



This path will lead you to a big room with another rope. Climb this rope.



Press onward and you'll cross the purple/green bridge again. Only this time it is facing a different direction.



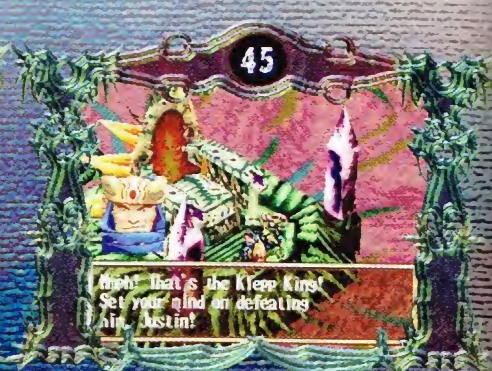
Another set of double stairs; go down and then up to reach the other side.



Just past the top of these stairs is the red bridge! Cross over it.



A save/recover point and more stairs; rest if you need to and then move on.



Almost every time you find a save/recover point, there is a boss waiting in the wings. This time it is the Klepp King.



Although he looks innocent at first, the king will turn into a four-headed serpent. Attack the heads one by one, until they have been defeated. Once the heads are dead, the body will wither.



Behind the King's throne is a large purple switch. Hit it. This will cause the pillars to move and form a stairway.



At the top of the stairs awaits the final trial. There are two mirrors. One of them leads to the Trident, the other leads to death. Gadwin plans to go through first. If he chooses the right path, all is well. If he chooses the wrong path, then you will enter the other path and retrieve the Trident.



Gadwin chooses the Mirror of the Moon, but he is too large to fit through the opening!



Go up to the stone tablet and choose your path.



Just as you speak the words to the tablet, Feena stops you. She doesn't want you to die.



Stone Tablet of the Triad. I will now follow the lead of the Spirits.

Feena wants to go through instead of you. You can't let her take that risk. Instead, you allow her to choose your path.



Go! This is the one that leads to the future!!

Feena chooses the Mirror of the Stars. Go through and discover your destiny.



Climb the long stairway until you reach the top.



This is it! This is the spear!

The moment you've been waiting for; take the Spear of Heroes.



Now, supposing that this enchanted tower collapsed.

As soon as you take the Spear, the tower begins to collapse. Gadwin takes Feena and Sue to safety, but you're left trapped in the tower.



Aaaaaa!!

The Spirit Stone will come to the rescue once again.



Return with Gadwin to Dight Village.

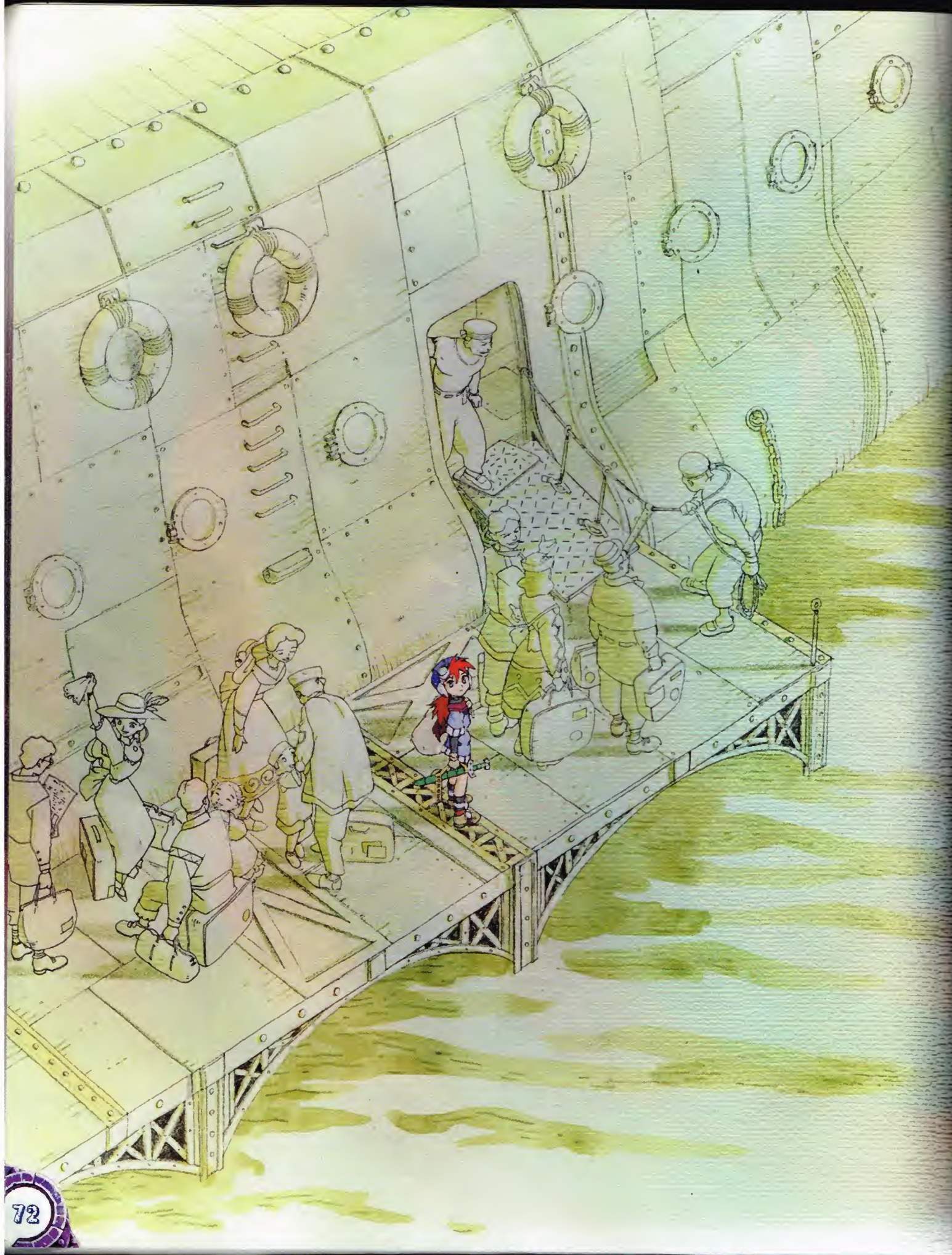


Oh! You've returned, Gadwin! When the rain stopped, I knew you must have succeeded.

Go to the town square and talk to the mayor. Gadwin will tell him that you are a true hero. Thrust the spear into the monument as a symbol of protection for the village.



Now, head to the weapons shop and get yourself equipped. When you're ready to leave, go talk to Gadwin again. It is time to head South to the Lama Mountains. The next stop is the Twin Towers.



Chapter 13: THE TWIN TOWERS



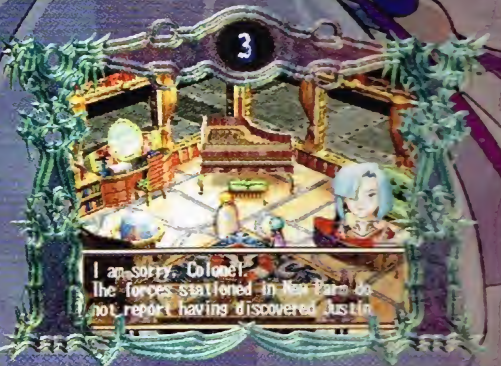
The story starts to unfold in this chapter, as you learn more about your father and the mysterious Spirit Stone. You'll fight your first battles near the end of this chapter.



Your first stop on the way to the Twin Towers, the Lama Mountains, isn't much to worry about. You can cross the mountains with ease. Halfway through the journey, Gadwin will setup camp.



Talk with Gadwin over dinner to learn more about the Twin Towers and the town of Gumbo.



After you go to sleep, the game switches back to Mullen and Leen. It seems that they have been looking for you. But, you are nowhere to be found.



Back in the mountains, you will encounter a series of moving platforms. So long as you keep moving East and South on the platforms, you will reach the end of the mountain pass.



Once you have cleared the Lama Mountains, it is time to enter Gumbo Village.



Your priority in the village is finding a boat. You can only get to the Twin Towers by sea.



Everyone in the village is acting strange. If you try to talk to a girl, she'll see you and run. If you try to talk to a guy, he'll see Feena and run.



Since you won't get much help from the villagers, you should make your way to the Chief's House.



The village Chief will ask if you and Feena are a couple. The only thing you can do is say "yes".



The Chief declares you and Feena the "Brave Couple" and the town throws a festival in your name.



Go ahead and talk with everyone in the tent. Then, talk to the Chief again and tell you want to retire to bed.



The next morning, save your game at the guest house before rushing off to the banquet hall.



Feena's got a bad feeling about things, but like another well-known, young and intrepid farmboy, you throw intuition to the wind and continue on with the festival.



Head back to the Greeting Tent and talk with the Chief.



At this point, the Chief tells you the rest of the legend concerning the "Brave Couple." You are to be sacrificed to the Volcano Dragon, in order to bring prosperity to the village.



The villagers will catapult you and Feena onto the volcano. You have no choice but to adventure to the top. Just follow the compass arrow.



You need to push the boulder into the lava so you can cross.



Gadwin and Sue will meet up with you on the side of the volcano.



At the top of the volcano, you'll find a save/recover point. Save your game and get ready for a fight.



It is the Fire Dragon! You must defeat the Fire Dragon to save Gumbo... and yourselves. The dragon has 2150 HP. Keep pounding at him until he goes down. Use ice attacks against the dragon for extra oomph.



With the dragon gone, there is nothing to keep the volcano contained anymore. You need to race back down the mountain before it erupts!



As soon as you clear the crater, the volcano will erupt. As lava is spewing down the sides of the mountain, you run back to the village.



At first, the villagers will be afraid of you, thinking that you are ghosts, but soon the truth comes out. As a result, they have another party.



Gadwin and Sue will retire to their room, but Feena will stay to talk with you. It's hard to say, but it seems like she's got the hots for you. Head outside to have a "personal" chat with Feena.



Just as Danda said,
this is a quiet place.

Take Feena to the little islet. No one else is
there...



Yes. I've been able to
see the Spirits ever since
we crossed the wall and came here.

Chat with your friends over breakfast.
After breakfast, make sure your party is
equipped with at least one Spell Breaker.
The enemies in the Twin Towers can block
your magic.



Great. Let's go!
Wait. We'll be ready in a bit.

Say, Brave Couple!
Still want to go to the Twin Towers?
Well then, let's go. Let's go!

Once you're equipped and ready to go head
out to the pier. Danda is waiting with a
boat to take you to the Twin Towers.



Hmm. I knew Justin
would be nice enough to let us stay.
Isn't that right, Danda?

The boat will dock at a beach near the
towers. There is a save/recover point here
if you need it. Take your time in adventuring
because Danda and his girlfriend will gladly
wait for you - even if your adventure in the
Twin Towers takes hours.



What would the Garlyle Forces
be doing here?

Danda will remind you that only the North
entrance to the towers is accessible.
Unfortunately, you're docked on the South
side of the towers. You'll have to walk
around. As soon as you enter the southern
section of the Twin Towers, though, Sue
realizes trouble is afoot. The Garlyle forces
are HERE! How did they get over the End of
the World?



You can try the South gate, but it won't
budge. Adventure to the West.



Same problem with the West gate. Even
"open sesame" won't work. Adventure to
the North side of the towers.



And there was much rejoicing because the
North gate was left open. Go into the
towers through this gate.



Head South until you reach the first turn.
Turn West.



Continue going West until you reach the outer wall. Make your way North from here.



Follow the path until you can go no farther. There is a switch here. Step on it.



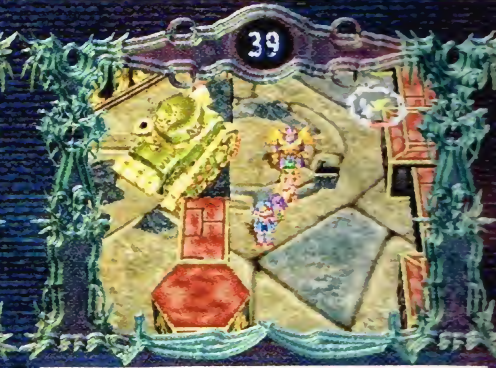
The next room has a mysterious icon in the center. What is it?



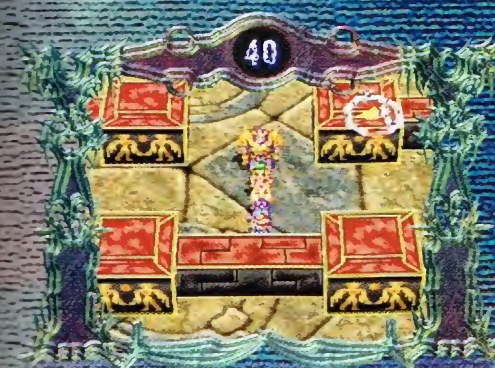
There isn't much you can do here, so exit to the East for now.



This path will lead you to a sliding gate.



A destroyed Garlyle tank? What could be so powerful?



Keep heading North until you reach an intersection. Go around to the West to find a treasure chest and then backtrack to the East.



You'll reach another intersection. Some treasure is located to the South, but you need to go North to continue moving forward into the towers.



At the next intersection, turn to the South.



Follow this path around and you will eventually reach another switch. Hit it.



You are now back in the big center room again. This time, though, the path on the South side of the room is no longer blocked. Exit this room to the South.



This path will lead you to another intersection. Go South to find treasure, continue West to a sliding gate to continue forward.



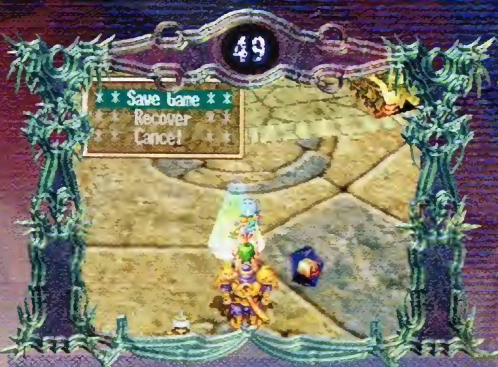
Go South through the gate.



Follow the path to the East. Eventually, you'll come to a gate that is guarded by the Garlyle Forces.



Tell the guards that you are there as guides and they will let you pass.



Immediately inside the gate, there is a save/recover point. Go for it.



Wander around and talk to the guards if you like. When you are finished, go to the center area and look for a hole in the wall. Sue will become quite alarmed.



You'll have to run and hide, because it is Saki, Nana and Mio! They aren't too pleased at you for trapping them on the train. After they've gone by, head inside through the makeshift door.



Once inside, look around the room. Unfortunately, you can't do much here.



Once you've finished looking around, attempt to leave the room.



On your way out, you'll run into Mullen and Leen. Mullen will ask for your Spirit Stone.



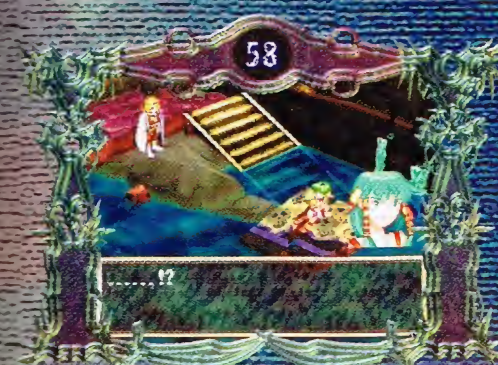
Refuse to give Mullen the stone.



As you battle it out with Mullen, the Spirit Stone will suddenly start to glow.



In a flash of light, you, Feena, Mullen and Leen will all disappear.



It seems that Mullen and Feena have landed in one section of the ruins. Putting aside their differences, they start working together to get out.



You'll end up alone in the towers. There is a save/recover point near where you landed.



This section of the tower has plenty of toads wandering around. They aren't difficult enemies (a single burnflame spell will take out two of them), but they are plentiful.



if you keep following the path, you'll end up running into Leen. She's being attacked by the toads!



Run over to Leen's position and rescue her from the attacking toads.



Immediately after you save her, Leen will turn on you and demand your Spirit Stone.



Surrounded by attacking frogs, and irritated with Leen, you just throw her the stone so you can get her to leave.



Switching back to Feena and Mullen, the two of them discover a large Icarian statue. Mullen will tell Feena more of the Icarian legends.



As Mullen and Feena move away, the camera pans down revealing that you and Leen are in the same room! It's just a very large room. After taking a breather, the two of you start the long climb up the towers.



Follow the stairs up and you will encounter the same statue that Mullen and Feena were just looking at.



You'll find a platform with a switch just past the large statue. Hit it and you'll move up to the next level in the towers.



Keep following the stairs up and you'll encounter some Angelou murals.



When you reach the platform with the switch, hit the switch to move on.



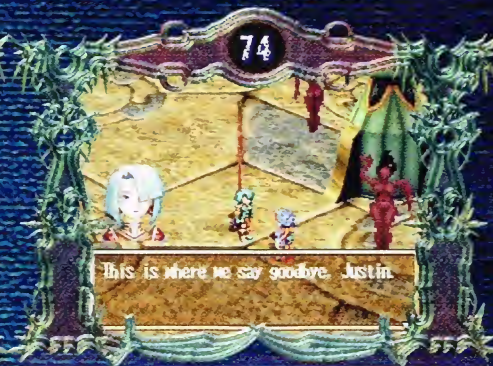
As soon as you leave, Mullen and Feena will appear in front of the murals. Mullen will reveal that his mother was a humanoid. His mother told him many of the secrets of the Angelou civilization.



At the top of the tower, you and Leen will run into Liete again. She will tell you to keep adventuring to the East.



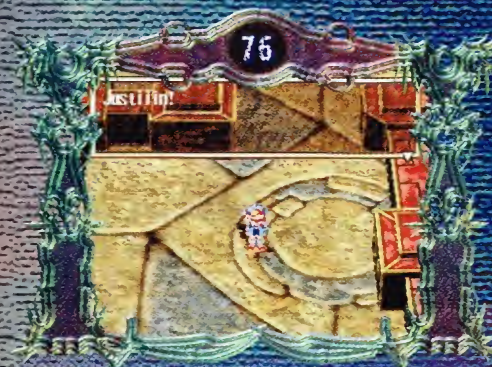
After the vision from Liete, you will receive the Medal of Wisdom.



Leen will use her knowledge of the tower to get the two of you to the surface.



Before she leaves, Leen will return your Spirit Stone.



A save/recover point is located right outside the exit. Use it. Exit the center area to the South. Follow the path for a bit until you hear someone calling your name.



it's Feena! She's alright! Now that you're back together, you need to find Sue and Gadwin.



Follow the path until you reach an intersection. There is a doorway here. Go through it to find your friends.



Head South to get back to the coast.



Talk to Danda and tell him you want to go back to Gumbo.



Back in Gumbo, Gadwin will describe the eastern sea you have to cross as the "Sea of Mermaids." According to Gadwin, mermaids are evil creatures. He'll suggest returning to Dight to ask the elder for advice.



While everyone is talking, Sue will suddenly faint.



Sue says she is OK, so head back to Dight.

Chapter 14: THE MERMAID SEA



Crossing the Mermaid Sea is the last task on Disc One. You and Feena will start to hit it off (she thinks you're cute) and some Mermaids will attempt to make you fish food. This is a good area to level up. Also **MAKE SURE YOU HAVE A MEMORY CARD WITH FREE SPACE ON IT** before playing this level. You must save at the end of it.



Back in Dight, head off to see the Elder.



The Elder will tell you of a Teleportation Orb that can take you anywhere you want to go. it will only work once, but once is all you need to cross the sea!



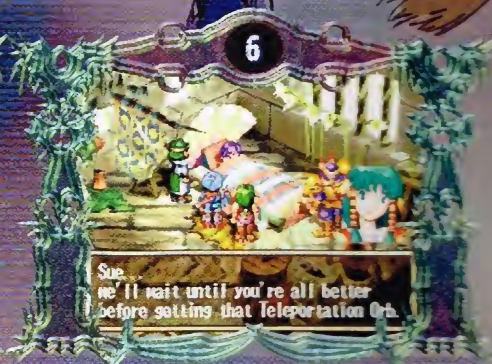
While you are talking with the Elder, Sue will fall over again. She is not feeling well at all.



Sue manages to make it outside, but she passes out in front of the Elder's house. She needs help.



You need to take Sue to see Dr. Alma.



Dr. Alma says that Sue is fine, but she needs to rest. You will have to continue on with the next part of the adventure by yourself.



While Sue rests, you need to leave Dight and go to the Mysterious Vanishing Hill.



Travel West along the side of the hill.



Follow the path up the hill, until you reach a save/recover point.



Hit both switches to lower the bridges. Head to the West for treasure. Head to the East to find the Silver Key.



When you open the treasure chest containing the Silver Key, the pillars will fall and the locked doors will open — releasing a number of enemies.



Defeat them all and return to the center platform. Now, open the large door to the South.



Get ready for a boss fight with the Massacre Machine! The machine has 1800 HP, so don't hold back. Attack with everything you've got.



After the fight, take the elevator platform and continue on up to the summit.



As you climb up the path, watch out for unstable ground. If you fall, you'll have to backtrack all the way around again.



16
The path will eventually wind around to another elevator platform. Take this one down.

17
Press the switches on the floor.

18
Go up the stairs.



19
Press the switch on the ground.

20
Go back down the stairs and retrieve the key. You now have both the Silver and Gold Keys.

21
Return to the area with the save/recover point. Take the bridge to the West.



22
Follow the path back to a locked door. Open it with your newfound key.

23
Take the elevator platform up.

24
On this level, head South to the bridge. Be careful though, this bridge is trapped. As soon as you step on it, it will start to shrink. You have just enough time to hustle across before it vanishes. If you take too long, you will fall into a group of enemies and have to try again.



Northeast of the far side of the bridge is an elevator platform. Take it.



Another Massacre Machine is waiting for you at the top of the elevator. You beat the machine once, you can do it again. This time, though, the machine has 2000 HP.



After you defeat the machine, you'll see a set of four switches in the ground. The row of three will be moving, the fourth switch will not. Watch the moving switches and you will see that one is darker than the others. Wait until the dark switch becomes light-colored and then step on the southernmost switch. This will stop the three from moving. Now, step on the easternmost switch, then the westernmost switch and, finally, the center switch. If you've done it right, the stairs will look like the picture. If not, hit the southernmost switch to try again.



Head up the stairs to find the Teleportation Orb.



Snag the orb and high-tail it back to Dight to check on Sue.



It seems that Sue has decided to stop adventuring. She just can't keep up with you.



Instead of leaving Sue behind, you decide to use the Teleportation Orb to return Sue to Parm. Take Sue to the Mysterious Vanishing Hill.



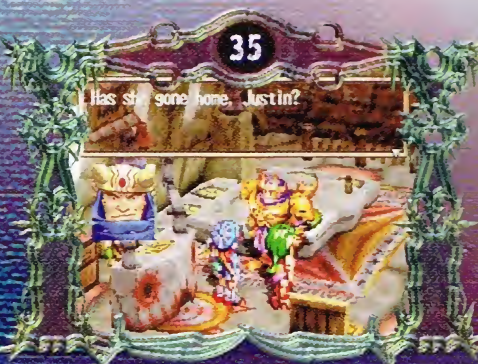
This time, instead of following the path around the hill, head South and enter the cave.



Head to the teleportation controls and place the Orb.



The machine will activate and open a portal to Parm for Sue.



Now that you've said your goodbyes, return to Dight with Feena and head for the inn. You'll meet Gadwin here. He tells you that he will help you cross the Sea of Mermaids.



Now is a good time to stop by the weapons shop and get stocked up. Make sure you are prepared for adventure.



Once you are ready to go, make your way to Gadwin's house. it is in the Valley of the Flying Dragon.



Talk to Gadwin and he will challenge you to a duel. Unlike the last duel with Gadwin, this one will be easy. When fighting Gadwin, the only thing to worry about is his special attacks. His normal attacks will barely scratch you.



After you defeat Gadwin, he will tell you about the Dragon Cut move. He also gives you the use of his boat.



But Gadwin won't be crossing the sea with you. He needs to go on a training journey of his own. Now that Sue and Gadwin have left check your Stashing Place. You'll find all of their items and experience points. You can use the weapon and magic experience books now, but save the bow experience for later.



Head inside Gadwin's house and use the save/recover point. Once you've saved, return to Dight.



Make your way to the Dight docks. You'll meet Dr. Alma here.



Well, we're off!

Board Gadwin's boat to continue your journey.



Tee-hee. You know...
I've been thinking about things
here in the night breeze.

As you travel across the sea one night, Feena goes outside. Chat with her, and she starts revealing some of her feelings for you.



Are you all right?
Are you injured?

Suddenly, in the middle of your conversation, the boat runs into a mermaid.



I will wait here for
you to return. My here.

The mermaid asks for your help, saying that her people have been captured by pirates.



Follow the compass as you travel around the island. When you see the gate, you know you're on the right track.



Isn't that just great, Justin?
You'll your very own fan club
in this place.

Once you get to the center of the island, you'll find the other girls. They'll ask you to save one more girl who is still trapped. Feena is starting to get suspicious.



To the Pirate Hideout

When you are done chatting, head down to the pirate hideout.



it's a trap! The mermaids have lured you in! The only thing to do now is fight. Eliminate the lure and then attack the main body of the boss.



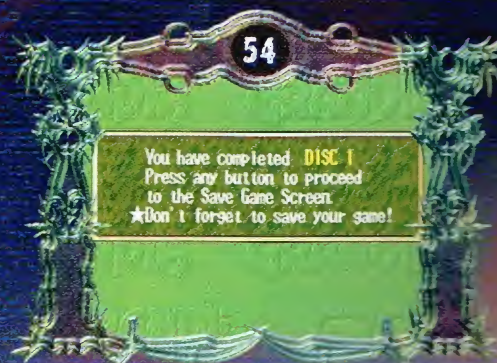
After you beat the boss fish, the whole island starts shaking. it's sinking! Run back to your ship!



Back on the ship the next night, you and Feena have another heart to heart talk.



As morning nears, Feena spots land. You have crossed the Mermaid Sea.



At this point, you have completed Disc 1. The game will switch to the save game screen. Be sure to save your game here. If you do not save you CANNOT continue on Disc 2.

Chapter 15: TOWER OF DOOM



When you land on the new continent (and the new disc) you'll encounter a new party member and discover a village that has been turned to stone. The culprit is the Garlyle Forces and a monster named Gaia... The plot thickens.



After setting foot on land, there isn't much to do except explore. Head inland. Use your compass as a guide.



Eventually, you'll run into Guido, the traveling salesman you last met in Dight.



Guido will reveal more information about your journey, but not too much more. He'll have you spend the night and rest up. In the morning, Guido will send you off to Cafu.



After you leave Guido's house, follow the path through the forest to the northeast. Eventually, you will come to an exclamation mark. Do your thing.



Follow the path to a river and another exclamation mark. Use it.



And, a little farther down, there are even more lilly pads.



Keep exploring and you'll run into someone else on the path. He calls you "tower rats" and then disappears. Continue onward, to the third section of the forest.



From out of nowhere you hear voices.



The voice was coming from Rapp, a villager from Cafu. After threatening you, Rapp runs off when he hears his little brother, Nicky, crying for help.



There is a save/recover point here. Use it, then follow Rapp.



A monster has trapped Nicky! Jump in and help out. It's another boss fight. Fire and ax attacks are particularly useful against this boss.



After the fight, Rapp will accept you as a friend. When you get a chance give Rapp the Bow experience points that Sue left you.



Head East to the village of Cafu.



Normally, outsiders aren't allowed in the village. Since you are friends of Rapp, an exception will be made.



Rapp's grandpa is the Elder of this village. Head to his house.



The Elder will tell you that this is the new Cafu Village. The old village was destroyed. Everything in and around the old Cafu Village was turned to stone by the inhabitants of the Tower of Doom. Eager to explore, you ask Rapp to take you to the old village.



Leave Cafu and head for the Petrified Forest.



Follow the path North through the forest, until you reach the old Cafu Village.



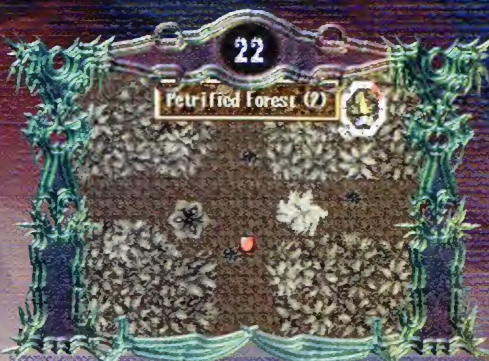
Rapp tells you a bit more about the old village and shows you the stones of his parents. Outraged, you offer to help destroy the Tower of Doom.



Make sure you explore the petrified village. There is treasure everywhere.



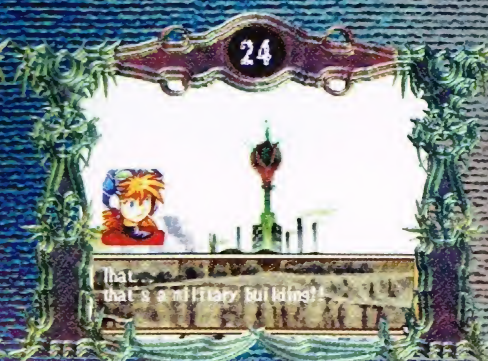
From the Northeast corner of the village, head Southeast to find a Mana Egg and head Northwest to continue toward your goal.



Immediately after entering the second section of the forest, you will come to a four-way intersection.



You can take either the Northwest or Northeast paths to get through the forest. They both converge on the other side. Your ultimate goal is a stone ramp that leads out of the forest.



When you climb up the ramp Rapp will point out the Tower of Doom.



it's now or never. Travel to the Tower of Doom.



You are making your way North, into the tower, when you see something.



it's a creature by the name of Milda— and she's angry. After she knocks out Rapp, she takes you on. it's boss fightin' time!



After the fight, you realize that Milda is there to destroy the tower. it turns out she really isn't an enemy.



Use the save/recover point and then exit the room to the South.



Travel North to enter the tower.



Exit the first room to the East.



Enter the first room you come across.



inside this room is some treasure and an exclamation mark. You know what to do.



Break through the wall into the next room. Exit using the door to the North.



You'll find yourself on a catwalk in what looks like a generator room. Take out the guards and exit to the North.



Looks like the cafeteria. Too bad there's no food. Exit this room to the North.



Follow this tunnel to the South. Take the stairs to the second floor.



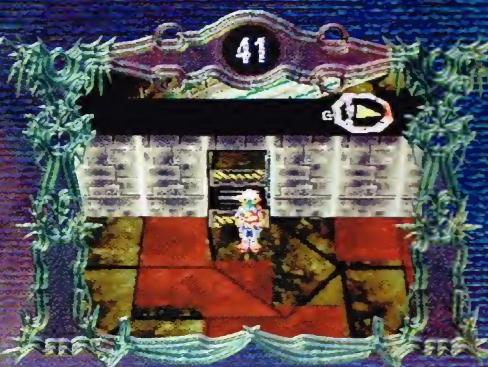
Go to the center catwalk and walk around to the South.



Enter the door to the West.



Be very careful in this room. You don't want to step on the red, flashing tiles. If you do, an alarm will sound and guards will come rushing in. I would advise using the D-pad to maneuver through this room.



Exit this room via the West door.



Follow the outer tunnel until you reach the end. There is a door here. Take it.



inside the control room, there is an exclamation mark. Use it. This will disable some of the locks on the doors in the building.



Return to the center area. This time exit to the East.



Head North when you come to the intersection.



Go through the door near the end of the hall.



Take the stairs going down.



Follow the tunnel until you reach a big door and a small door. Exit through the small door.



You are now in a room with lasers. Very carefully step between the beams when they shut off. Be quick, though, because the beams only stay off for a second.



Exit in the Northwest corner of the room.



You are in another control room with another exclamation mark. Use the mark to disable the computer.



Exit back to the main hallway and continue through the large door.



This path will lead back to the front room. You can use the save/recover point to regain your health.



Head back upstairs to the second floor.



Exit the circular room to the North. Because you disabled the control room on the first floor, the security doors will no longer lock automatically.



Climb the stairs to the third floor.



Leave this room via the door to the South.



Enter the center area of the third floor.



Follow the catwalk around and exit to the North.



Take the stairs up to the laboratory.



There is some sort of monster being kept in the laboratory.



A door opens and Saki, Nana and Mio enter the room! You overhear them talking about Gaia, the monster.



The three spot you, but not before you release Gaia.



Saki, Nana and Mio will run, leaving you alone to fight the Gaia Battler. ignore the arms and concentrate your special attacks on the main body.



After you defeat the Gaia Battler, its body will shrivel. Rapp wants to take the Gaia Sprout back to Cafu so the Elder can study it.



Exit the Tower of Doom and return to Cafu.

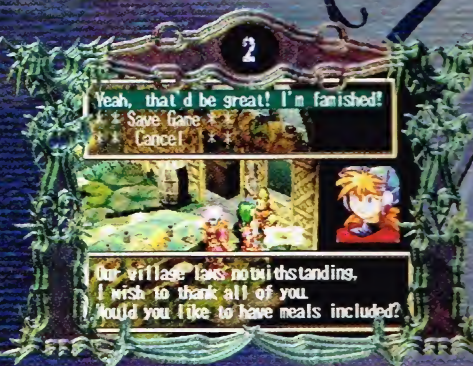
Chapter 16: THE HORN OF KNOWLEDGE



With yet another new party member at your side you'll come even closer to discovering the secrets of Alent in this chapter. You'll also have to fight Gaia once again.



Back at the village, Milda is not allowed to enter because she is a Lainian.



Since you can't do much here, head to the inn and have some dinner.



Over dinner, chat with Feena, Rapp and Milda.



In the middle of dinner, Feena will get up and leave. Follow her outside.



There is a hidden path behind the inn. Follow it.



While you and Feena are talking, the Garlyle Forces arrive and start attacking the village.



Make your way back to the village. You'll find the Elder outside the inner gate. He will ask you to help the village.



Go North through the village. A group of soldiers will attempt to stop you. Take them out.



Surprisingly enough, you find that Leen is behind the chaos.



As you argue with Leen, the Gaia Battler resurrects itself. Leen reveals that she is an icarian and then vanishes with the Battler.



Go back to the front of the village and speak with the Elder.



Return to the inn and finish your dinner.



The next morning, the Elder will tell you that you must leave.



Milda invites the group to her village. On the way there you can stop at Zil Padon, a large oasis on the far side of the Zil Desert. The Zil Desert is like any of the other outdoor environments you've come across. Just follow the compass and you'll be fine.



The North Zil Desert contains the first bonus area - The Soldier's Graveyard. The graveyard has plenty of false walls. Test every wall. After defeating the boss, you must find four soldier's souls in order to lower the treasure chest. Inside is an Energy Charm that will cut your SP usage in half. This area is optional.



When you first enter the South Zil Desert, make sure you walk along the North wall. If not, you won't be able to make it over some dunes a little farther up the path.



Head West when you see the three stones.



This dungeon is a place to enjoy combat. It has no relationship to the progress of the story.

There is an exit here that leads to the Castle of Dreams, the second bonus area. If you venture inside you can find a Lightning Sword and a Mana Egg. You don't need to set foot inside if you don't want too. You can return here later if you wish.



For now, get back on the desert path. Continue following it to the Southeast. Eventually it will lead out to Zil Padon.



inside Zil Padon, check out the weapons shop. You can find some powerful, but expensive, items here.



Talk to everyone outside the hotel. When you've finished head on in and rest up.



Have another dinner chat with your buds.



In the morning, leave town and head for the Savanna Wilderness.



Follow the path South until you reach a wood footbridge. Cross here.



Continue traveling South and you will reach the Brinan Plateau. There is a save/recover point here.



At the first fork, head to the East.



Head South at the next intersection.



This path will lead to a center area with a treasure chest. Get the goods.



Exit this area via the Southwest path.



Destroy the stone that is blocking your path.



Enter the caves to reach the Southern part of the plateau.



Adventure to the East at the first junction.



Stick close to the wall as the path curves to the South.



Stay on the Southwest fork.

Activate the exclamation mark to start the snowball rolling.

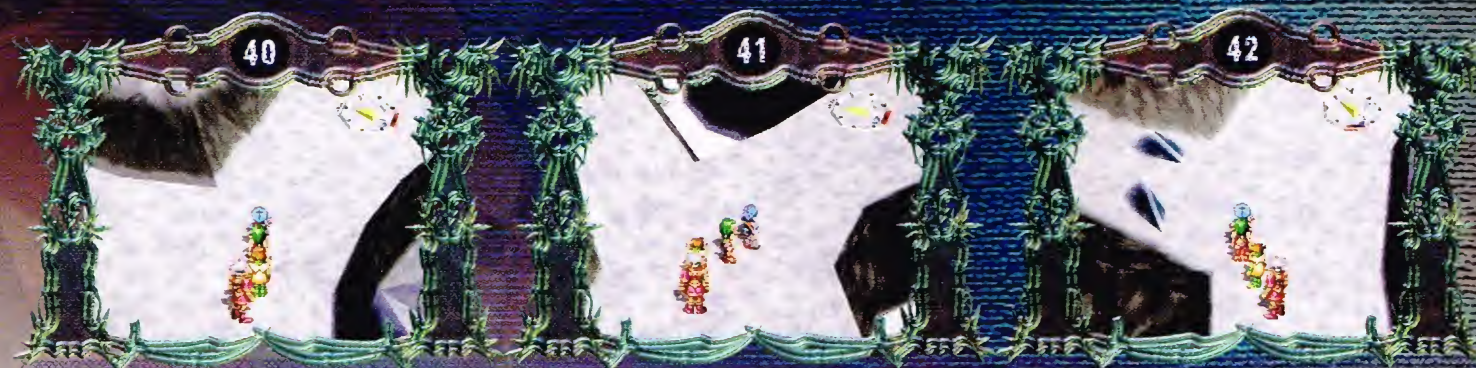
Backtrack down the path, heading Northeast.



Take the Southeast path here.

You can now cross the chasm, because the snowball is lodged there, filling the gap.

On the other side is the Fire Sword — a useful item in the snowy mountains. Snag it, then return to the save/recover point.



From the save/recover point, take the path to the West.

When the road forks, take the West path.

When you pass the crystal, continue South to pick up a Silver Sword. Then return and smash the crystal.



Beyond the crystal is another snowball. Push it.



Backtrack down the path. This time, head South when the road forks.



The road will fork again, you can go either way. Both paths will lead to another crystal.



Smash the crystal and continue down the path.



At the fork, continue to the East. There is a treasure chest if you explore to the Southwest.



Past the curves, you will encounter one final crystal. Break it and then take the South path to exit the plateau.



Laine Village is Milda's home. She will tell you about the Three Wise Men and offer to take you there.



Suddenly, Milda spots someone. It's Darlin, her boyfriend, and one of the Three Wise Men.



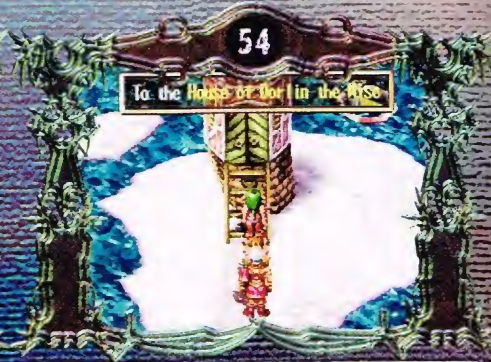
Darlin will tell you more of the Angelou legends. He recognizes your Spirit Stone and declares that you are the chosen one. He promises to help you in your quest.



Once you've finished talking to Darlin, head over to Derlin's house.



Derlin will tell you more about the Angelou.



Leave Derlin's house and go to Dorton's house.



Unfortunately, Dorton's missing a horn. And a missing horn is like missing marbles. You'll have to retrieve his horn in order to talk with him.



Head South to the Abandoned Laine Village, to search for Dorton's horn. The abandoned village is an area of warped space. The homes here will teleport you from one area of the village to another.



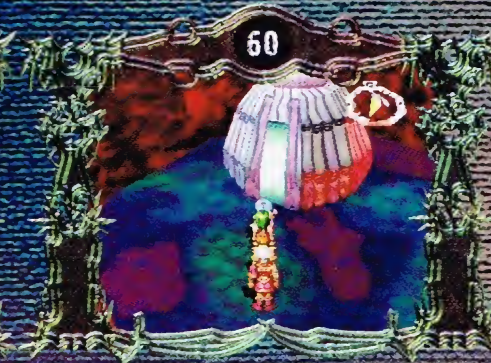
From the village entrance, take the West path.



Follow the path to the South.



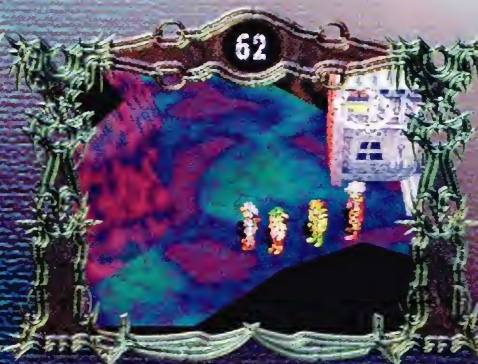
At the intersection, head to the West.



This will lead you to the house in the picture. Enter this house.



Push your way through these blocks to find a treasure chest on the other side.



Once you've snagged the treasure, backtrack to the house.



Make your way North to another house. Enter this one.



A mysterious door. It is just floating in space... Go through. You'll find a Mana Egg hidden in the second section of Warp Space.



A save/recover point is here. Probably a good idea to use it.



When the road forks, take the North path.



At the next fork, take the East path.



Watch out for the enemies on the plateau. Follow the path to the South.



Go up the stairs on the West side and cross over the transparent blue bridge.



Follow this path until you reach the purple squares on the ground. Walk to the end of the path and the squares will fold into a box, warping you to the next area.



Follow the compass to the East.



There are a number of floating doors here on the plateau, but only one will open. The compass will point to the correct door. Enter it to move onto the next area.



That looks like a Gaia tentacle!



This section of the warp area is straightforward. Just follow the compass. It will not lead you astray.



You will eventually find yourself at a save/recover point. Use it, then enter the clock.



It's a boss fight! You have to destroy another Gaia Battler. This one is a bit tougher than the fellow you fought at the Tower of Doom. This battler has more than 3500 HP.



We totally whipped that dude! Now all we need to do is get Master Doolin's horn!

With the Battler destroyed, you are free to claim the missing horn.



Once you have the horn, return with it to Laine.



Oh! You are you, that's who!
I remember you. I do! I couldn't
forget if I tried to remember.

Return the horn to Dorlin. He will break
out of his stupor and tell you more of Liete
and the Angelou.



to the Shrine is in the center of
Zil Padon. Make haste and obtain
the Medal of Knowledge! Only then

Dorlin explains to you that the medal you
received back in the Twin Towers is the key
to the Shrine of Zil Padon. You must travel
back to Zil Padon to retrieve the key to the
Shrine of Alent.



I know I'm right
beholden to y all but
I just can't leave y Dorlin.

As you leave Dorlin's house, Milda will say
her goodbyes. It seems that she doesn't want
to leave Darlin alone. After Milda leaves,
don't forget to get her items and experience
out of the Stashing Place.



Save your game at the inn, restore your
health and stock up at the weapons shop.
it is time to head for Zil Padon once again.

Chapter 17: THE RUINS AT ZIL PADON



Back in Zil Padon, Guido the salesman will join your party. Much of this chapter is underground as you search for the key to Alent. You are so close to the goal you can taste it. This is another great area to level up in.



Let's see...
Dorlin said the temple entrance
is in the middle of Zil Padon.

Back in Zil Padon, it is time to find the temple entrance. Head for the fountain in the middle of town.



That's not right!
Look, Dorlin didn't say that
we need the cooperation of the Mogay.

The temple entrance is below the fountain, but, unless the water is turned off, it is inaccessible.



You must find the house of the Mogay elder and ask him to turn off the water.



Guido, you really
did know everything.
Did you foresee about Laine too?

When you step inside, you find out that Guido is in the Elder's. He's been waiting for you.



I like a you, Justin.
You are always looking ahead.
Way ahead of everyone else.

Before taking you to meet the Elder, Guido asks you why you are searching for Alent. Answer him and he will reveal himself to be the Elder.



This is...

Guido will drain the water from the fountain and accompany you into the shrine. Place the medal to open the door to the shrine.



At the base of the stairs, you will find a save/recover point. Prepare to enter the depths of the ruins.



Follow the path to the first intersection. Turn to the North and continue on.



At the next intersection, turn to the East.



Turn to the North at the following intersection.



Follow the path North, past the blue map point.



Keep going to the East and you will enter the second section of the ruins.



Continue following the path to the East. Watch out for the trap door!



Take the stairs down.



Just South of the stairs is a pit. Check it out.



Press the red switch in the pit to raise the ancient stone dohickey.



Head to the West to find another pit with another switch.



Press the red switch in this pit to raise another ancient stone dohickey.



Now that the stones have been raised, go back to the first pit - the one with the blue map point near it.



Go underneath the raised stone.



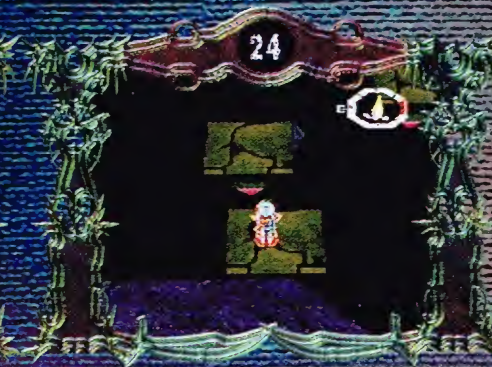
On the other side of passage is a stairway that ends in mid-air. You have to walk off the edge and onto a moving platform.



Move from platform to platform very carefully. If you fall to the ground, you will have to walk around to the bottom of the stairway and try again.



Once you are on the far side, follow the path to the West.



Look, more platforms!



Make your way to the West via the platforms. If you take a short detour to the North, the platforms will bring you to a treasure chest.



After crossing over the platforms of peril, you will find a save/recover point. Use it.



Continue moving to the West. You will reenter the first section of the ruins.



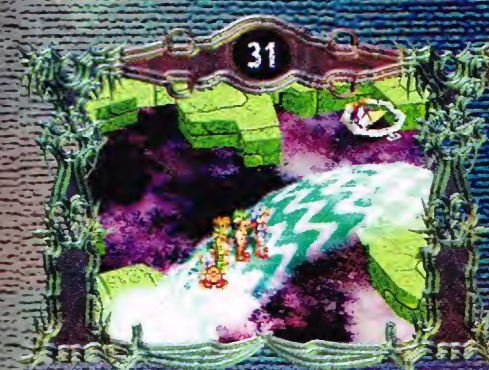
Follow the path until you reach a green monument. Go in.



It's a boss fight with a Ruin Guard! Dude has 4500 HP. Work on taking him out piece by piece. You'll gain more experience that way and he'll be easier to beat.



After you take out the Ruin Guard, head up the back staircase.



Cross the magical mystery bridge.



This the is Medal of Knowledge! Snag it.



Now that you have the medal, head back to the entrance. On the way out, you'll run into Garlyle Forces!



it is Baal, Mullen and Leen! They've come after you and your Spirit Stone.



With your escape route blocked, you must search for another exit. Head back to the West.



Jump down the cliff that you saw earlier.



Head into the cave.



Feena notices that there is something strange about the paintings on the wall.



Go down the stairs to the save/recover point. Use it and move on.



When you come to the intersection, ignore the side route. Stay on the main path.



Mullen comes out of nowhere!



Feena tries to prevent you from fighting with Mullen, when the ruins begin to shake.



Baal and Leen are attempting to release the Golems.



As the Golems come to life, the ruins start falling apart. Mullen orders his soldiers to beat a hasty retreat.



As the ground crumbles away, Mullen and his soldiers fall. You had better run down the path before the Golems come after you.



Follow the path into the next room.



At the intersection, turn to the West.



Keep going to the South. You can explore the West branch here for some treasure.



Stay on the path until you encounter a Golem. Luckily, this one isn't moving.



Suddenly, Feena will fall over in pain.



As the Golems close in, Feena will start to glow. The shockwave she sends out will stop all of the attacking Golems.



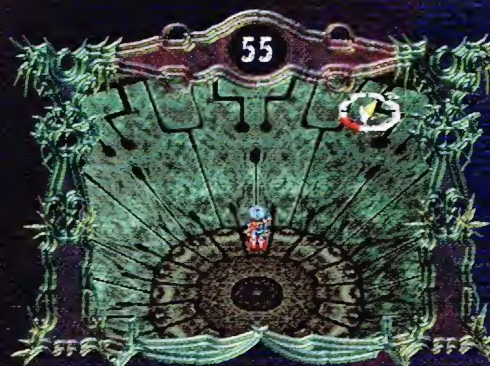
You wake up alone, on the ground.



Head to the Southeast to find a save/recover point. Use it.



Exit this section through the gate.



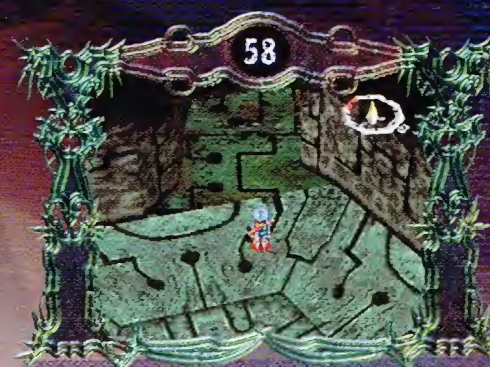
Leave this room by heading to the Southwest.



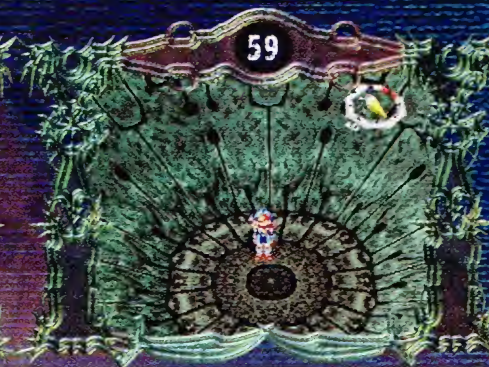
Keep following this path as it curves to the Southeast.



Exit to the next level of the ruins.



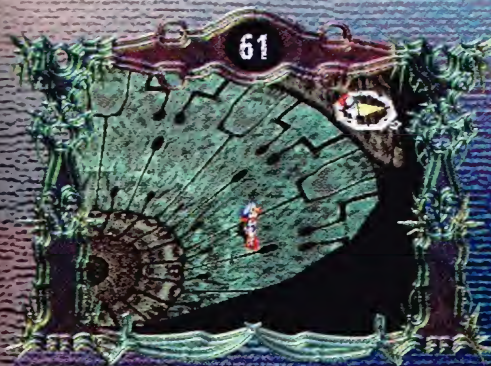
Take the Northeast exit to leave this room.



Follow the path until you come to a room with four exits. Take the Northwest exit.



This path will lead you to another room with exits to the Northeast and Southeast.



Take either path, as they both converge in the same room a little ways down. Exit this room by going Southeast.



Pass through the large gateway.



Take the stairs to the next level.



Cross the stone bridge.



Mullen! It's YOU!

On the other side of the bridge, you'll run into Mullen.



I can't explain now. Just get out of here. Go! Escape from here. NOW!

In a strange twist of events, Mullen is telling you to run, and to take the Spirit Stone with you.



Colonel Mullen, you survived!

Mullen hides you in the column as two Gartyle soldiers come running up.



Delay recovery of the Spirit Stone! Get to the Grandeur before it leaves!

The soldiers report that Feena has been taken on board Baal's ship, the Grandeur.



To Underground Ruins (Exit)

You can get to the exit of the ruins by hitting the center switch.



Use the only door to leave this room.



Take the stairway up and then climb out under a stone statue.



You will emerge on the top of the ruins.



From here, you can see Baal's airship. He has Feena!



Mullen tells Baal of the trapped soldiers, but he does not care. Baal cares only about getting Feena back to Gaia.



As Baal's airship leaves, there seems to be no way to reach Feena.



But, out of nowhere, Rapp and Guido appear with a ship of their own.



On board the Grandeur, Baal tells Feena more of his plans.



The Grandeur's alarm will sound as you, Rapp and Guido manage to land on top of the ship.



Head inside the tower.



There is a save/recover point here. Use it.



Go down the stairs and follow the passageway.



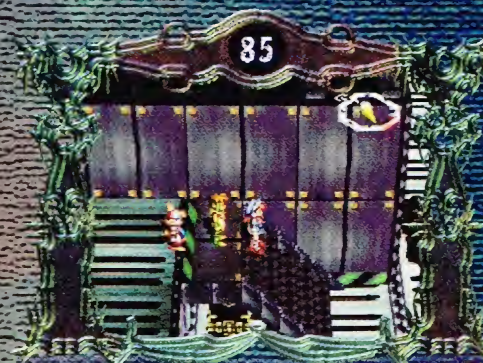
At the intersection, keep going Northwest.



You will come to another intersection soon enough. Take the Northwest passage.



A gate will be blocking your way. Raise it in order to pass.



Take the stairs to go down a level.



Follow the compass and take the path to the Northeast.



Eventually, you will come to the engine room.



Leave the big circle by going East.



Guido recognizes Angelou technology in the engine room.



A save/recover point can be found here. Use it before continuing.



Enter the control room where you'll meet Saki, Nana and Mio once again. Their Triple Triad attack can be devastating. Focus your attacks on Mio. Once she is down, the group cannot perform the Triple Triad attack. Finish off the other two.



After the fight, you try to get information from the three girls, but they simply run away.



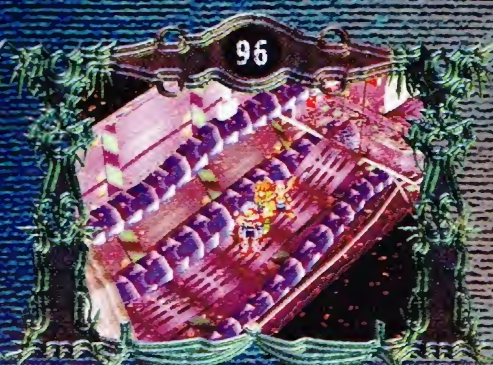
You try to hack into the ship's computers when Rapp decides to "help."



Head towards the east side of the room, but take the North passage at the intersection.



Climb the ramp and follow the path until you reach a door.



You'll find yourself in a weird passage surrounded by a red, glowing something.



Keep moving down the hall, until the ship breaks in half.



You'll end up alone. You must continue on to rescue Feena.



Run through the belly of the ship, across the catwalk and down the stairs.



Behind this door is the bow of the ship. Go there.



Run down this hall until you reach the door to the command center.



Baal is inside with Feena. He offers to trade you Feena for the Spirit Stone.



You give Baal the Spirit Stone, but it's a trap! He drops you into a pit.



Climb back up to the command center. Baal and Feena are gone. Exit via the stairway.



The path will lead to a save/recover point. Use it and then go through the next doorway.



Make your way up the stairs and onto the catwalk.



Bogus! Is it a dead end?
Wait, it looks like there might
be a place I can climb up.

Use the lift to get to the next level.



To the Grandeur (Escape Catapult)

Cross the golden bridge and head for the escape catapult.



Justin!!

You've caught up with Feena and Baal!



Baal refuses to let Feena go. Instead, he challenges you to a fight. He's actually not that difficult to beat, if you stay with special attacks.



Feena! Are you all right?
Let me untie you.

With Baal down, go to Feena and untie her.



Don't be fooled, boy!
You have yet to taste my REAL
power. The POWER OF GAIA!!

As you are helping Feena, Baal recovers. He reveals that Gaia is part of him!



Los! Tllllllllll!!

Baal knocks you off the edge of the ship. In desperation, Feena will jump after you.



Oh, hah, hah, hahaha!

Why is it that all the bad guys feel the need to laugh maniacally?



Feena catches up with you and uses her icarian wings to slow your fall.



You'll find yourself at Guido's hut, where Feena is resting.



Guido instructs you to bring the Medal of Knowledge to the wise men of Laine. They can tell you how to get to Alent.



Use the save/recover point outside Guido's hut and then make your way to Laine. At this point in the game, Feena's super-buff icarian Magic becomes unlocked. You'll be able to access them as soon as you have the necessary experience (see chart in front). Feena will gain Time Gate (level 1), Tree of Life (level 2) and End of the World (level 3).

Chapter 18: ALENT



Finally, you arrive at Alent. Who would have thunk it was floating in space? You'll meet a whole bunch of Lietes, but eventually you will meet the real McCoy. She'll join your group and assist you in the quest to defeat Gaia. Your party is now complete (you'll end up with all of these people in your party for the final confrontation).

1

The Three Wise Men should know the way to Alent.

2

Go to Milda's house and chat with Darlin.

3

Milda will tell you to speak with Dorlin.

4

Head to Dorlin's place.

5

Dorlin is impressed with your work. Getting the key to Alent is no small feat.

6

Time to check up on General Baal. He's ready to place the last piece of the Spirit Stone, but Mullen won't have it.



Go to the Rainbow Mountain gate. Dorlin has had it opened for you. Go through to reach Rainbow Mountain.



Make your way up the mountain path to the river. You have to cross via the rope.



When the three ropes meet – take the southernmost rope to further your quest. The North rope leads to treasure and the center rope is the one you just crossed.



Climb down this rope.



Cross the rope bridge.



Take the southernmost rope to continue with the adventure. The other rope will lead to a treasure chest.



Continue across the next rope bridge.



Cross the rope bridge shown above. This will lead to a plateau with a blue map point.



Take the next rope bridge.



Follow the path to the East.



There is a save/recover point here. Use it if you need it.



Follow the path to the Northwest of the save/recover point.



Climb up the rope to reach the next level.



Continue to the Northeast. Cross the bridge.



On the far side of the bridge, travel to the Northwest.



Pass under the waterfall.



Keep traveling North until you reach a vine that goes down. Climb down to retrieve the treasure, then climb back up.



Travel Southeast to another vine. This vine goes up. Climb up to the next level.



Continue heading Southeast until you reach a rope bridge. Cross over it.



You are almost to the goal. Travel to the Northeast.



At the edge of the cliff is a rope. Climb down.



You're at the Rainbow Spring!



Throw the Medal of Knowledge into the spring to open the gateway to Alent.



Now that the gateway is open, Guido will say his goodbyes. Remember, all of Guido's items and experience will be available in the Stashing Place.



Enter the gateway to travel to Alent.



It turns out that Alent is a floating city in orbit around the planet.



Now that you've made it to Alent, you must find Liette. Follow the path North.



At the first intersection, keep going North.



The path will curve around and you will reach a save/recover point. Use it.



Just past the save/recover point you will encounter a boss fight.



After the boss fight, it is a good idea to return to the save/recover point and restore your health.



Climb down the stairs and head to the Northeast. There is a vestibule here. Go in.



Continue down the path and you will encounter another boss fight.



After this boss fight, backtrack to the save/recover point and restore your health. Then, return to this point and continue along the path to the North.



Although it doesn't look like it, you can cross the broken blocks.



Just past the gate is boss fight number three.



After you beat the last boss, enter the Shrine of Alent.



Inside the shrine, you see Liete — only there is more than one. Liete clones are everywhere.



Talk to every Liete you can find. Once they have told you what they need to, they will disappear.



Once you have talked to all of the Lietes, go to the back of the hall and speak with the one in the light. She will allow you to meet the real Liete.



Liete will explain the story of the Angelou, the icarians, the Spirit Stone and Gaia.



According to the legend, Gaia can only be stopped by a pair of icarian twins — Feena and Leen.



After the story is over, Liete will join your party.



Now that Liete is in your party, you can prepare for the final attack. Leave the shrine.



Baal is almost finished preparing for the rebirth of Gaia.



Mullen bursts in on Badl, and declares himself the leader of the Garlyle forces. He orders the forces to destroy Gaia and the Spirit Stones.



Liete's method of transport from Alent wasn't exactly a smooth ride, but you made it in one piece. The third bonus area is located near the crash site. You'll need to go through a hidden tunnel in the rocks to reach the entrance. You will have to navigate the tunnel blind (you can't see your characters) until you reach a teleporter. The teleporter will take you to the 13 floor of the Tower of Temptation – the most difficult area of the game. If you can hack it, the tower contains some really neat items – items that will double your magic and weapon experience.



Follow the compass East to leave the Savanna.



Next stop, Luzet Mountains.

Chapter 19: GAIA'S BIRTH



No matter how hard you try, you can't stop Gaia's birth. It seems that General Baal is bent on world destruction and nothing can stop him. On the upside, the FMV of Gaia's birth is pretty darn sweet. This is a good time to level up with some random wandering. You want to be buff before your final confrontation with Gaia.



There is a save/recover point near the base of the mountains. Use it.



Follow the path to the Southeast as it curves around the mountain.



Open the gate and go through.



Continue past the first stairway.



At the top of the second set of stairs, turn to the North.



Keep following the mountain path. Watch out for wild animals. Most are on a set pattern here in the mountains. They won't fight you unless you cross their path.



At the intersection, head Northeast to move to the next section of the mountains.



There is a save/recover point here. Rest up and then continue down the path.



You'll come to a point in the road where the path branches to the Southeast and there is a set of stairs going to the West. If you go to the Southeast, you will stay on an open path, if you go to the West, you will find an underground passage.



The entrance to the secret passage. You won't be able to see yourself as you walk through the passage, but you will avoid many of the enemies in the level. There is a secret item, the Asura, hidden in the tunnel. Search around with the Action button. The Asura allows you to execute an extra attack during battles! A must-have item.



When you emerge from the passage, take the path heading Southeast.



Stay on the open path until you reach an intersection with paths leading North and East. Take the East path to exit the mountains.



Time to enter the secret J Base.



Make your way inside the hanger and you will hear the soldiers talking about Mullen's coup de tat.



Because Mullen is now in charge, the soldiers will not bother you. Go to the save/recover point and use it.



Talk to all of the soldiers in the base to learn more about what is going on.



After you've gotten your fill of talking, enter the room with the large red doors.



Make your way down the hallway to the large door. ignore the small doors. Enter the Command Center.



Exit through the North door to the TACOM center.



You'll find an injured soldier on the floor. Talk to him.



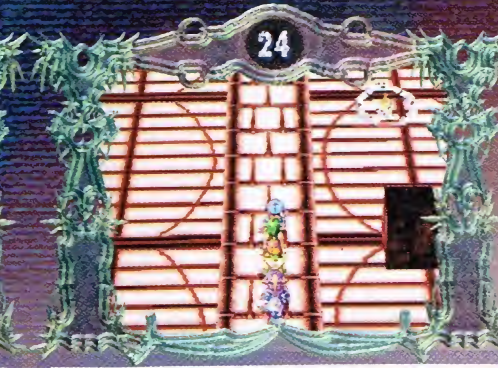
Examine the statue in the back corner of the room to open a secret passageway.



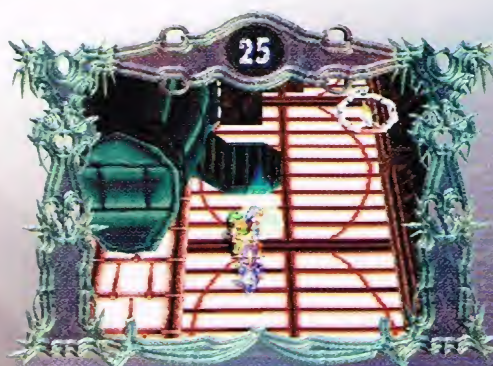
Run through the passage. At the end, you'll find Leen tending to an injured Mullen.



Climb down the ladder and go after Baal.



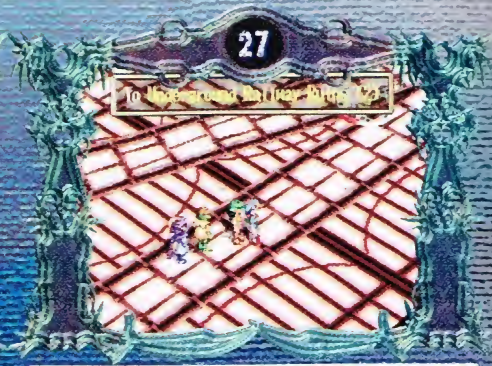
You'll find yourself in the Underground Railway Ruins. Head to the South.



Just past the save/recover point is a train car with an open door. Go in. Don't forget to save.



Exit the car and enter the next one in line.



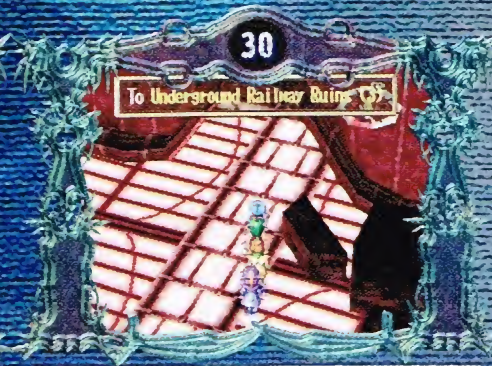
When you exit the second train car, keep heading South. You will enter the second section of the ruins.



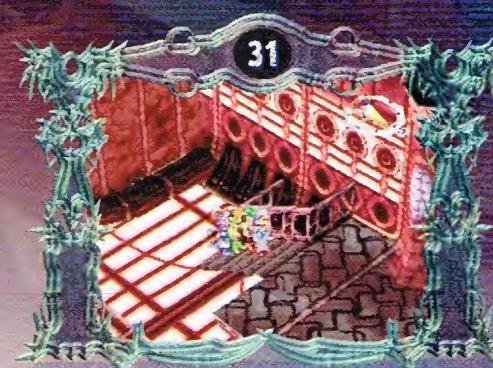
You'll come to another ruined train car. Go in.



Follow the train car as far as it will go. Exit and continue heading South.



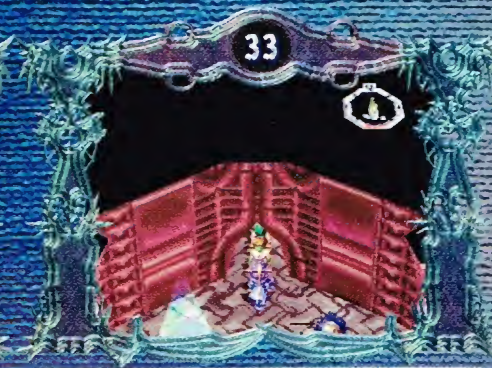
Go under the arch to reach the third section of the ruins.



Climb the stairs to the gray platform and head South.



Climb a second set of stairs to reveal a treasure chest and a save/recover point.



Go through the small tunnel to reach Baal.



it's time for a boss fight with Baal! He's a little tougher than the last time you fought, but he's still beatable. Concentrate your attacks on the main body and make sure your HP levels are high.



After the fight, Baal is gone, but you can still hear his voice. He has merged with Gaia!



Baal will attempt to kill you with an energy blast, but Leen will run in to save you.



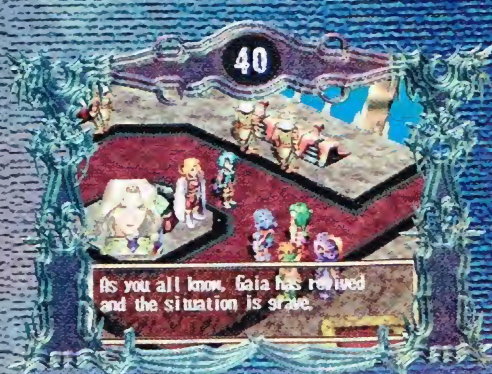
Unfortunately, it is too late to stop the Spirit Stone. Gaia is born and starts spreading.



Leen will carry your party out of harm's way. You'll arrive on Mullen's airship where all of the soldiers are recognizing Feena as a Corporal.



Exit Mullen's quarters and head for the bridge.



Mullen is waiting for you on the bridge. He will explain his plans.



After the airship lands, Feena will run off. Head South to reach the field base.



Head for the Officer's Tent to find Feena.



Talk with Feena and she will join up with you again. Go to the TACOM tent.



inside the tent, talk to Leen to learn Mullen's plan.



in order to defeat Gaia, Mullen and Leen have decided to regroup and allow Gaia to take Zil Padon. You can't let Zil Padon be destroyed, though.



You must rush to Zil Padon.



When you arrive, the whole town is empty.



Suddenly, Gaia attacks! The tentacles rip through the city, destroying everything in their path.



Northeast of the entrance, you'll find someone who is trapped by monsters. Defeat the monsters and you'll learn that everyone is in the Mogay section of the city.



As you make your way North through the city, Leen will come running after you.



You'll hear a kid crying for help. Continue heading North and rescue the child.



After you have rescued the child, a Gaia Battler will appear behind you.



Leen tells you that only an Icarian can truly defeat Gaia.



Out of nowhere, a Gaia tentacle swings down and knocks out Leen.



In the shelter, Gina, a pink haired Mogay, will run up to you. Talk to her.



Another Gaia Battler will attack – boss fight! Take it out.



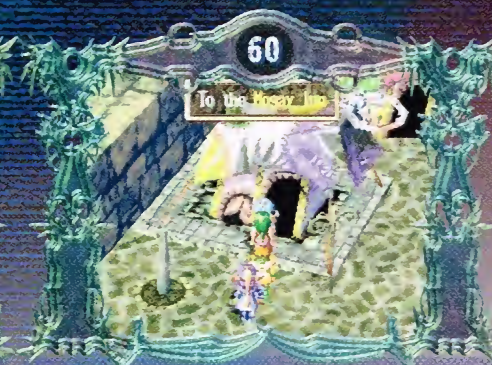
You may have defeated one, but a whole crowd of Gaia Battlers are waiting for you.



Feena turns to you and asks for your support. Then, she starts to glow and sends out a massive energy wave.



When you recover from the blast, you realize that every Gaia tentacle and battler has been turned to stone! Feena has temporarily beaten Gaia.



Head for the Southeast gate and take a nap in the tent.



That power... that was not the power of the Icarians.

Back at the field base, Leen is starting to doubt Mullen's plan.



I have no time to listen to your "ramp" stories! In order to fight Gaia we need the power of the Icarians!

Mullen won't listen to her. He is sure that only his plan will work. He reassures Leen and convinces her he is right.



You see! I'll stop her, Leen! Everyone! We're heading that through the Luzets to J Base! Let's go!!

The next morning, the Garlyle Forces start moving. You must go after them.



Go to the Luzet Mountains.



You've been through here before. This time, though, the monsters are stronger. Use the save/recover point and then start heading across the mountains.



Open the gate and go through.



If you're careful, you can sneak past many of the monsters.



What is this? On NO! Justin!! Gaia has begun to evolve!!

When you make it to the East Luzet Mountains, the earth starts to shake. Gaia is evolving!



Save Game
Recover
Cancel

You should hurry. Use the save/recover point and get moving.



Don't forget about the secret passage. It is a great way to avoid the enemies in the mountains.



Emerge from the passage and take the Southeast path.



When you make it through the mountains, head for the J Base.



Inside the J Base, make your way to the Command Center.



Exit the command center via the door in the Southwest corner. Head for the Control Room.



Run in and talk to Mullen. He has no idea where Leen is.



Suddenly, Leen appears on all the monitors. She tells everyone that Mullen's plan won't work and that only Feena can save the world.



Talk to Mullen.



Exit the Control Room via the South stairwell.



Halfway down the stairs there is a door. Take it.



Cross to the other side of the machine room and go outside.



You'll try to stop Leen, but she won't listen.



Leen sacrifices herself to Gaia to buy you some time.



You'll end up back in Zil Padon. Go inside the tent.



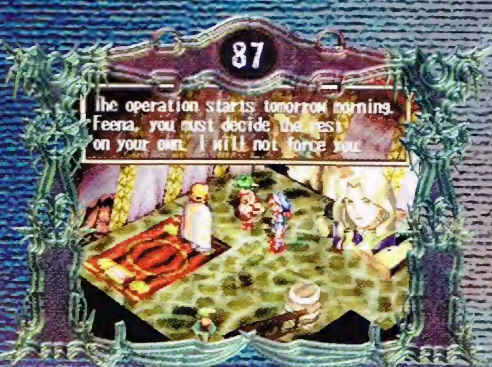
Talk with Feena. She is shocked over the death of her sister.



After chatting, head back outside the tent and leave Feena to her thoughts.



Talk to Rapp and Liete outside the tent. Mullen will walk up when you are done talking.



Go inside the tent to listen to Mullen and Feena.



What's-a matter you, eh? You make-a face like that a not handsome!

Leave the tent. Chat with Ginda.

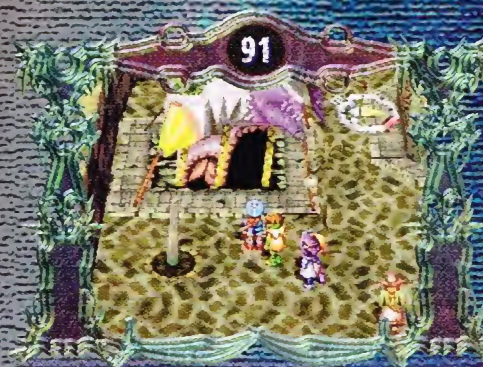


Go to Guido's house in the Mogay section of Zil Padon.



I just can't figure out what Leen meant when she talked about an answer! I just can't figure.

Guido tells you that the only way to stop Gaia is if you and Feena work together.



Return to the tent. Go inside.



Uh...!? Feena?

Feena is gone when you get there, but she left a note.



You must go to the Field Base to find Feena.



At the base take the exit near the sealed text. This will lead you to the second section of the field base.



Feena? Wait!?

You'll arrive just in time to see Feena leaving with Mullen.



Aaaaah!!

Feena has decided to help Mullen. She won't let you stop her.



After Feena leaves with Mullen, you don't know what to do. Go talk to Liete and Rapp. They are both angry at you for letting Feena leave. Both will yell at you, and then leave.



Back at the main section of the field base, it is raining and the army is moving out. Even Saki, Nana and Mio don't really care about you.



Wandering and alone, you don't know what to do.



Head to the Savannah. As you wallow in self-pity, the spirits will visit you.



Return to Zil Padon and find Guido. You won't be able to cross over the bridge to the Mogay section. Talk to the Mogay standing on the bridge.



Guido is just North of the bridge. He is distributing money to all the residents of Zil Padon. The Mogay have been saving money because they knew this day would come.



Go up and talk to Guido.



Guido will tell you that your strength has always been in your friends. Look around and you will see that everyone has surrounded you.

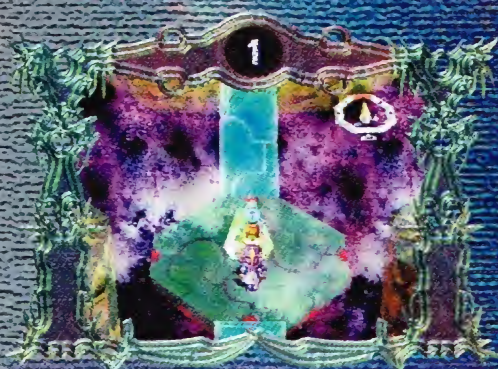


Talk with your friends and the Spirits will come. They will open the portal to the Spirit Realm for you.

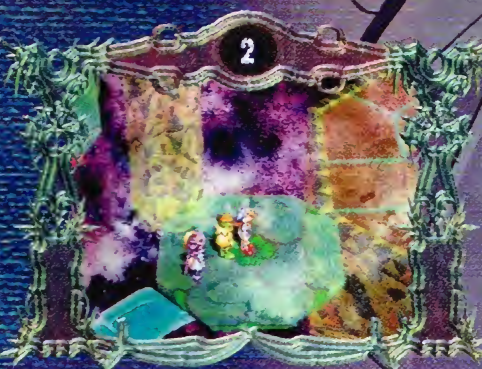
Chapter 20: THE FINAL BATTLE



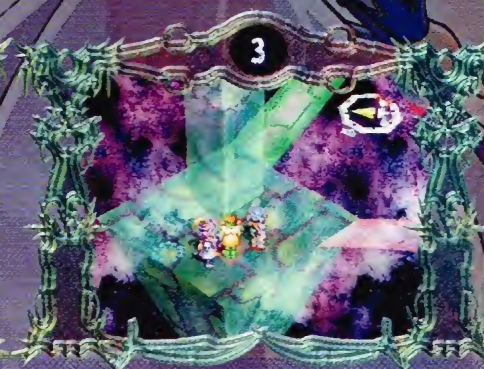
This is it. The end. The final chapter. You'll make your way inside Gaia's body (don't worry no shrinking is involved — Gaia is really, really big) and destroy him from the inside. Watch the final FMV, congratulate yourself on a job well done and get some well-deserved rest.



Follow the path of the spirits to the save/recover point. Use it and continue moving North.



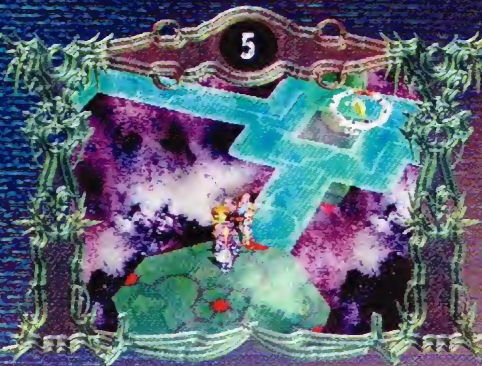
You'll reach a dead end but, if you backtrack to the save/recover point, you'll see that two new paths have opened up.



Take the path heading East. Just follow this path and you will eventually come to a block with red and green paths leading off. Take the green path to grab a Magic Fruit. This will return you to the platform. Now, take the paths in the following order, each time returning to the same platform: blue, red, green, blue, blue.



When you take the last blue path, you'll end up walking above the platform. You are now moving on. There was much rejoicing.



This path will hit a dead end on a platform. Defeat the enemies on the platform and a new path will open up to the West.



This will lead to yet another dead end and a platform with more enemies. Defeat them and a path to the South will open.



Follow the path until you go down a flight of stairs and end up on a green platform. Step onto the platform. It will lower and allow you to reach the center area.



Walk around to the front of the center area for a boss fight.



After the fight, climb the stairs to the top of the pyramid.



Step onto the floating blocks to make your way to the Spirits. The path will appear in front of you.



At each step along the path, you will voice your concerns to the Spirits.



When you reach the top, the Spirits will give you a sword made out of a Spirit Stone.



After you have the Spirit Sword, the Spirits will leave you at the J Base, ready to fight Gaia. Don't forget to manually equip the Spirit Sword. It won't happen automatically.



Right after you land, Gaia goes through the final stage of metamorphosis. Look, it's Gaia, the giant cockroach!



Enter the hanger and go to the far North side. There is a huge crack in the wall. Go through.



Head North and enter the Icarian City.



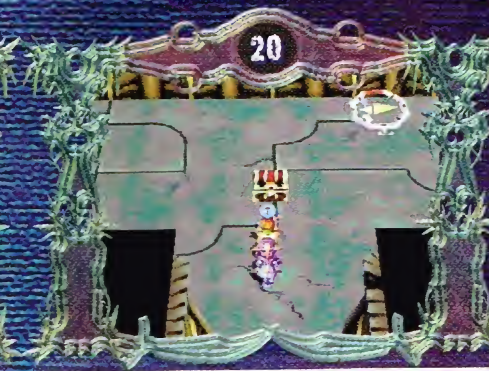
Make your way down to the bottom of the staircase. Just keep going around and around.



At the bottom of the stairs (level four), go through the door. Activate the red switch in the floor.



You are now in the sphere. Hit the Action button to leave the sphere. The color of the sphere determines where you will go when you leave. If it is red, you will go to the red switch, yellow to the yellow switch and purple to the purple switch. Go to the yellow switch.



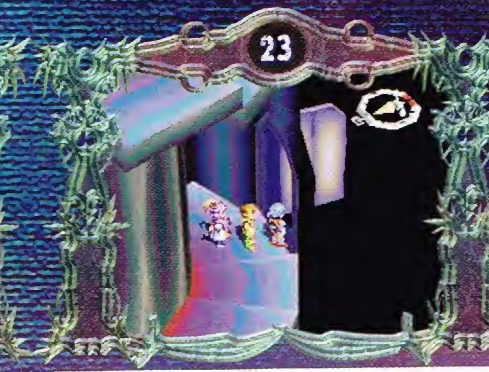
Follow the path around to a treasure chest. Get the goods - Gauntlets of Light.



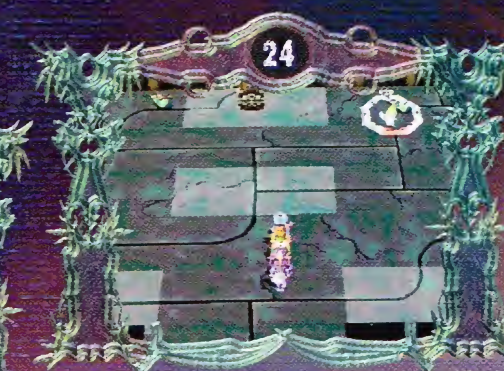
Backtrack and go to the purple switch this time.



Head down the hall to find more spiffy goods. This time, it is the Spirit Helm.



Backtrack up to the third floor and enter the door there.



Follow the path around until you reach a room with a darkened floor. The room is booby-trapped. When you grab the treasure, the ceiling will start to move up and down. Only the light places on the floor are safe. If you stand in the shadows, you will get injured when the ceiling comes down.



At this point, it would be prudent to return to the save/recover point on the surface and use it. You are about to enter into the final section of the game.



Head back down to level two. Open the door and go in.



Turn East at the first intersection.



The next room you enter will have sections of the floor that rise up into the air. Don't worry, you can't fall into the holes. Make your way around the pits and exit to the.



South.



Turn West at the intersection.



This room has a falling floor. At first, it may seem like you are stuck. Don't worry.



Just move around the edges of the floor and



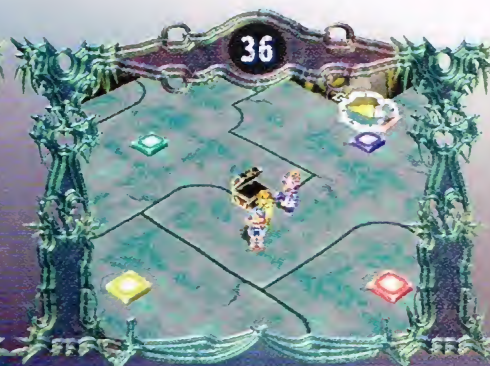
you will be able to trigger the other



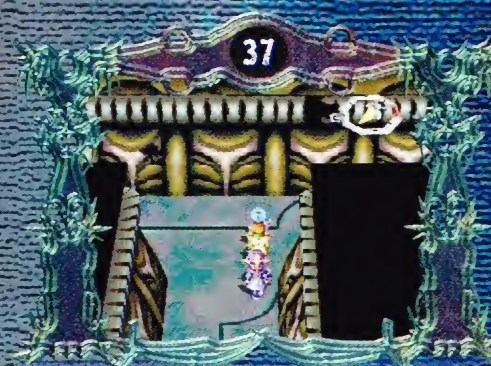
platforms. They will all fall into place and leave you with a nice staircase.



in the Northeast corner of this room is the



Spirit Shield. Grab it.



Exit this room to the West.



At the intersection, take the West passage.



Follow the hall to the orange room with the stairs. Hit the blue switch to activate the stairs. Climb down to level three.



You'll find a save/recover point here. Use it.



Press the switches in the following order: red, yellow, green, blue. This will release some enemies, but it will also allow you to open the door on the West side of the room.



Take the North passage to find treasure.



Take the South passage to go deeper into the Icarian City.



You'll come to a room with a missing bridge. Don't despair. Just move to the edge of the



platform and hit the Action button. The bridge will automatically form in front of



your eyes. Go across.



This room has a locked door on the North side. Open it by activating the plate in the floor.



Now, you are back in the orange stair room. Hit the switch and go down to the



fourth floor.



From the main room on the fourth floor,



there is a passage to the East and one to the West. There is a door in the East passage that you cannot open, so go to the



West for now.



it's another color switch platform.



Cross over to the purple platform first to get the Evil Boomerang.



Jump back into the sphere and take the



yellow passage.



Keep hitting the center switch until the bridge aligns to the South. Cross it.



Go into the warp sphere.



You will end up in the room just East of the



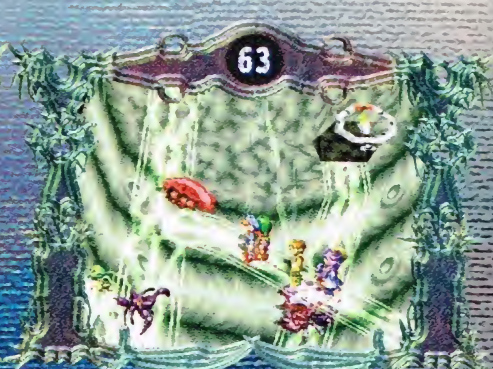
starting point for this floor, behind the door



that was locked. You can open the door from this side if you wish. There is a



save/recover point here. Use it and prepare for a boss battle.



When you are ready, exit the room to the North and fight a Gaia Battler.



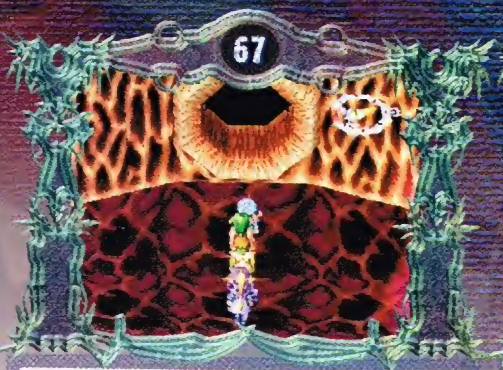
Continue North to a bridge room. Exit this room to the West.



Enter level five of the city.



You'll encounter Feena and Mullen deep in the city surrounded by Gaia Battlers. Jump in and lend a hand.



You try to explain what has happened to



them, but Mullen won't listen. He challenges you to a duel. He is easy to beat, just hit him hard and fast.



After the duel, Mullen will realize his error.



Feena will use her power to raise the platform to the surface. There, you will see



everyone you've met on your journey. They've banded together to help fight Gaia.



Take the stairs, going up.



There is a save/recover point just inside the first section of the Gaia level. Use it and



continue on to the North.



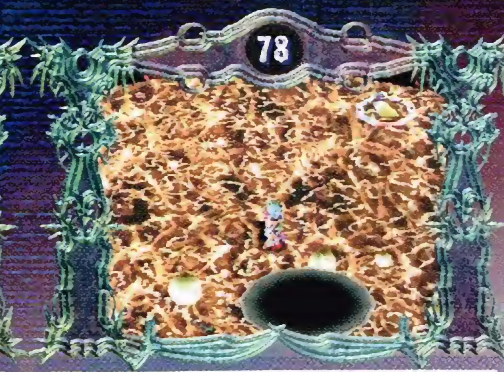
You'll see bouncing blocks. Move toward



them and they will fall, letting you pass.



Continue down the path until you reach the Gaia Trent. it's a boss fight! Gaia Trent is weak against Fire and ax attacks. Use this knowledge wisely.



After the fight, exit to the South.



Climb up the rope to reach section two.



There is a save/recover point here. Use it and then continue on to the North.



Enter what looks like a big worm to reach section three.

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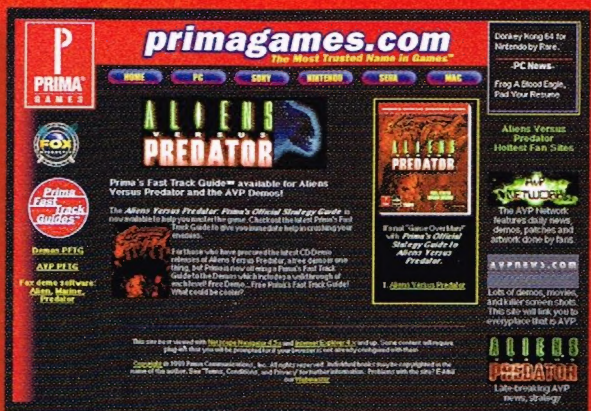
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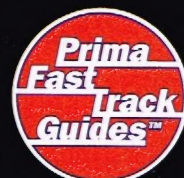
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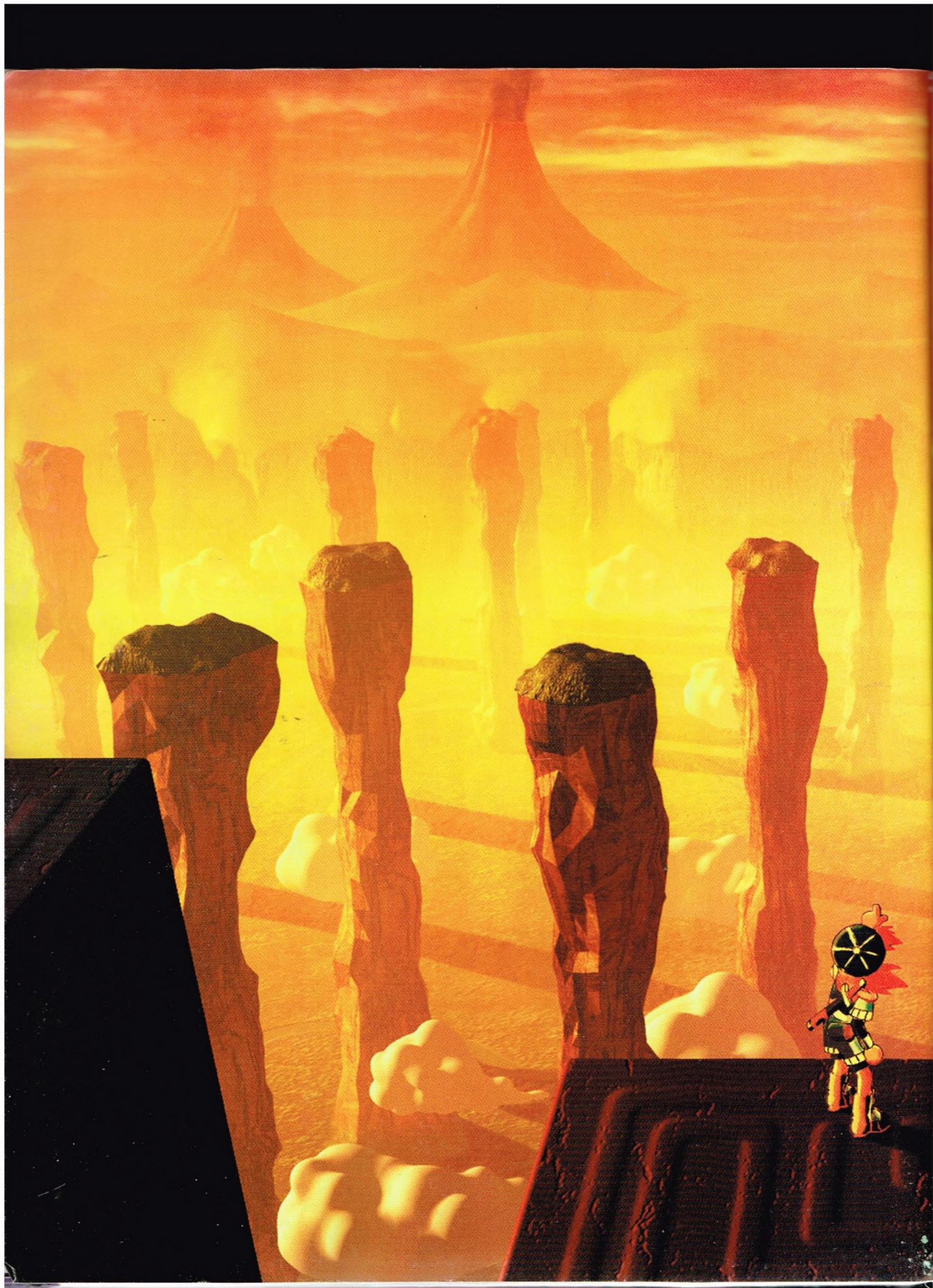
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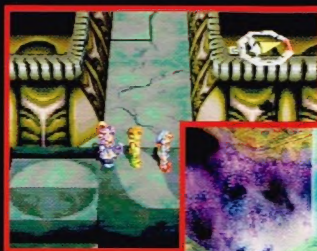
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Yes... had a long talk with an elder.
Uh... things'll be all right here
as long as it doesn't rain.



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